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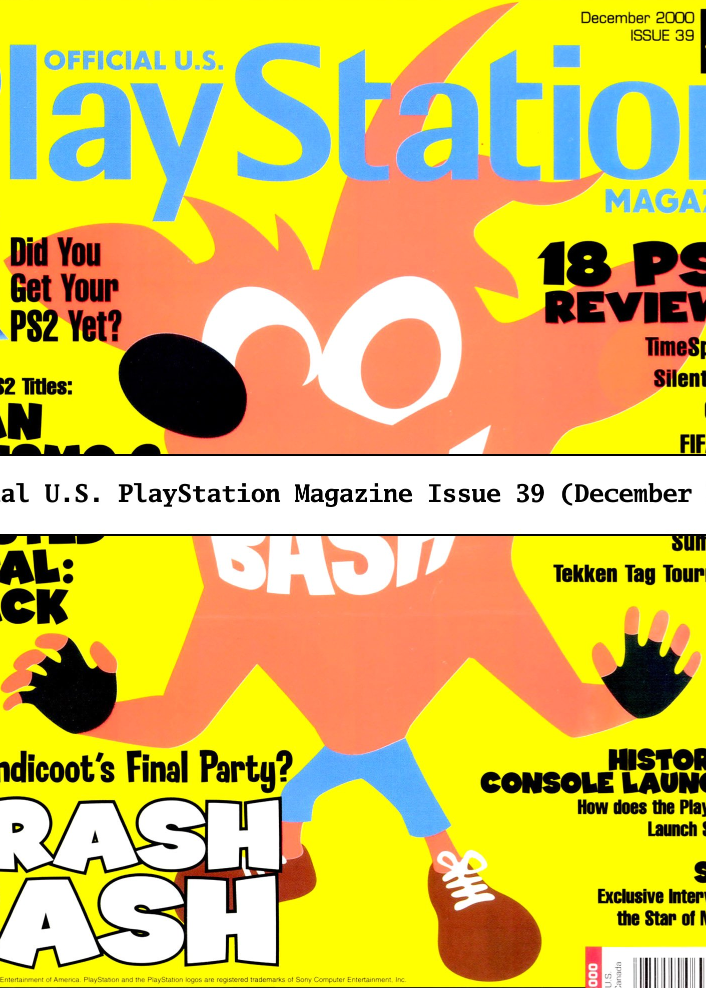
ZIFF DAVIS

December 2000
ISSUE 39

OFFICIAL U.S. PlayStation MAGAZINE



Did You Get Your PS2 Yet?

18 PS2 REVIEWS!

TimeSplitters
Silent Scope
Orphen
FIFA 2001

Hot New PS2 Titles:
GRAN

Official U.S. PlayStation Magazine Issue 39 (December 2000)

METAL: BLACK

Summoner
Tekken Tag Tournament

The Bandicoot's Final Party?

CRASH BASH

HISTORY OF CONSOLE LAUNCHES

How does the PlayStation 2 Launch Stack Up?

SHAQ

Exclusive Interview with the Star of NBA Hoopz

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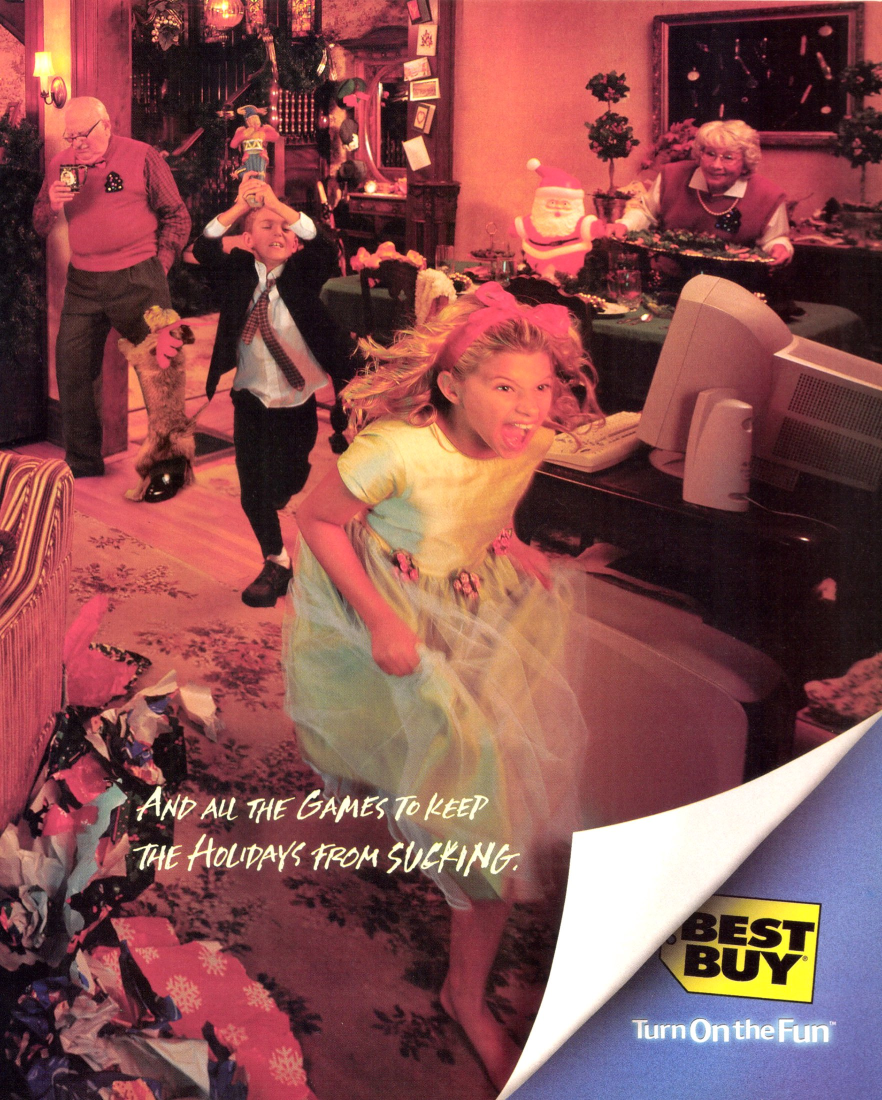
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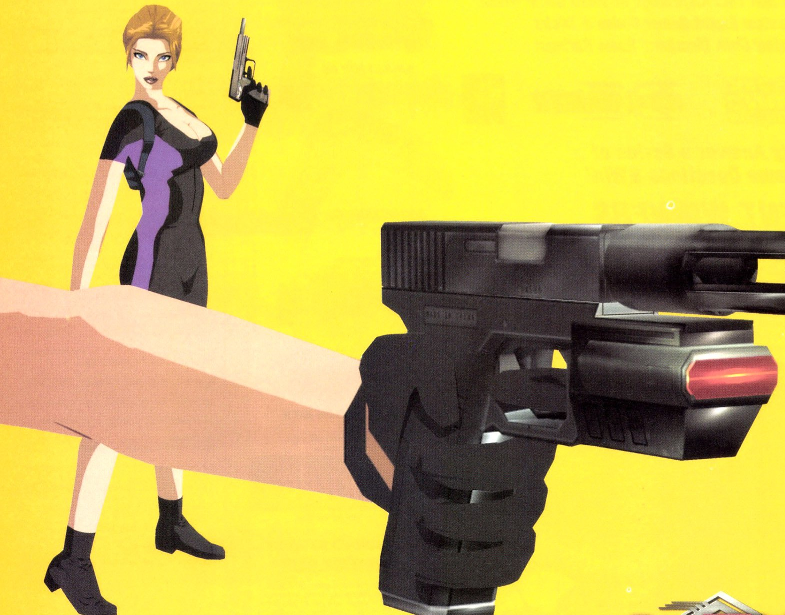

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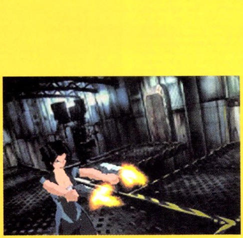

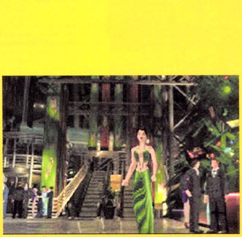

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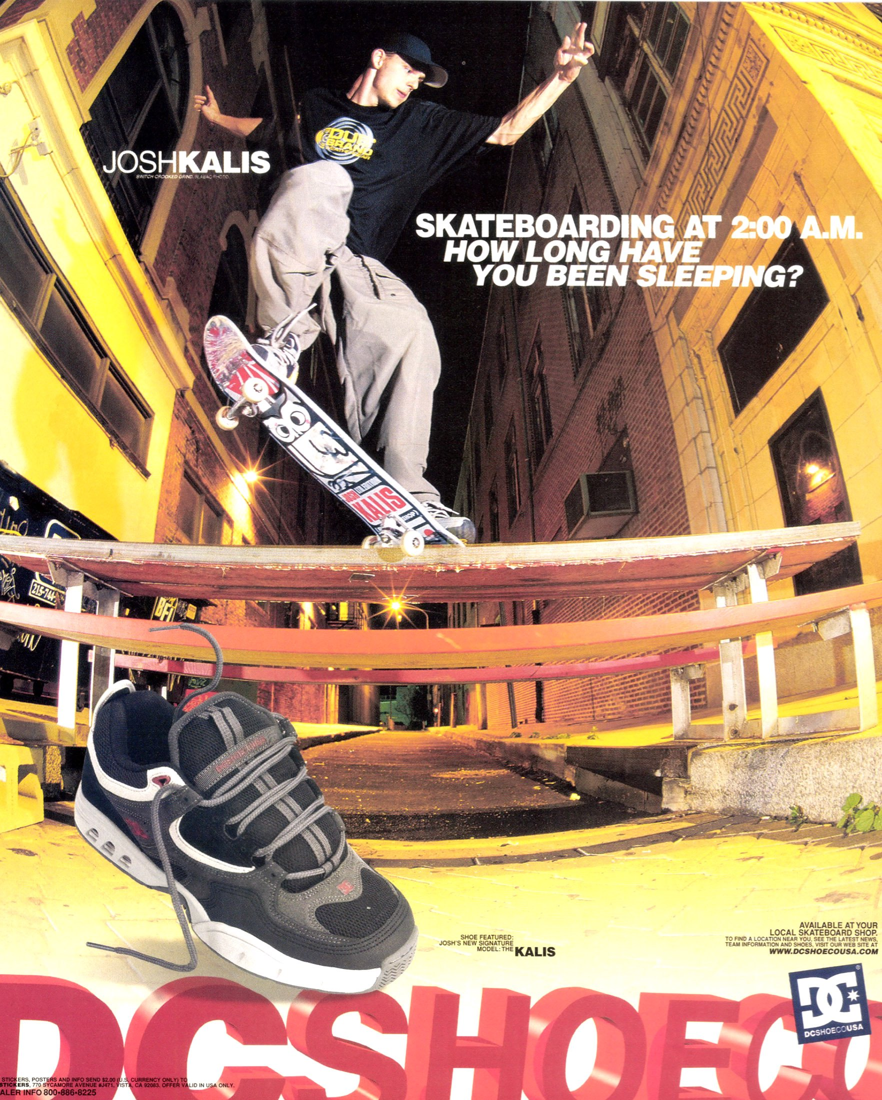
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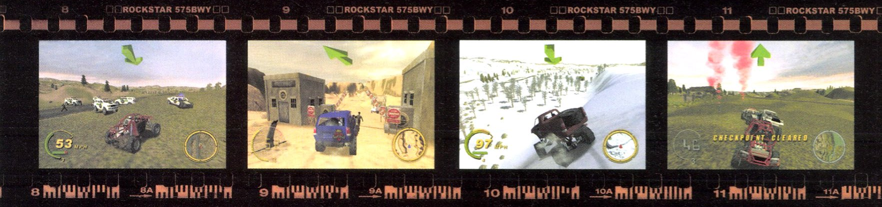
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The official PlayStation Web site and home of the PlayStation store

www.themotor.org
Find out all you'll need to about The Motor, the band driven by the genius of this month's "Couples That Play." But ".org"? We don't know if they're an organization as much as an American institution.

www.diakka.com
We feature Diakka watches in Spin this month as part of our Tony Hawk 2 clothing page. But even if you're not into sick tricks and Varial Liens, you've got to check these bad boys out.

www.moxxi.com
As hard as some of you might find it to believe, this video game site is run by cute girls who actually know what they're talking about. Really.

www.mp3.com
The Internet music revolution is well under way. Want to see what *OPM* editors do when they're not on deadline? Check out www.mp3.com/MEproject and www.mp3.com/jhg.

www.psxnation.com
One of the best PlayStation sites out there for news, reviews and previews. Has a good forum too.

www.thedigitalbits.com
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campchaos.com
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www.nhl.com
The home of the coolest game on Earth is perfect for updating your rosters in 989's FaceOff or EA Sports' NHL.

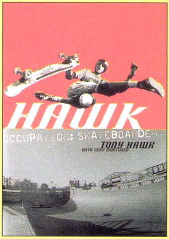
timmybighands.com
New online humor magazine from the creators of MST3K. Definitely worth checking out.

modernhumorist.com
You owe it to yourself to check out Modern Humorist's first drafts of famous movie scenes (Darth Vader: "Luke, I am your cousin!").

Book Review

Hawk: Occupation Skateboarder

Tony Hawk has been exposed and it's all the 900's fault. Those 2½ spins led to a popularity boom that led to a book. In this biography you'll find all you wanted to know about the man who brought skating to the next level. Curious about how he proposed to his wife? His hellion-like mannerisms as a youth? How much he misses his father? It's all in there. The writing isn't literary genius, but it tells his story, and tells it well.



Sound Station

By John Scalzi

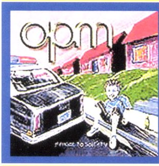
Each month we review albums from the bands that provide the aural soundscape to our gaming experiences. This month we review albums from bands contributing to the Tony Hawk's Pro Skater 2, MTV Sports: Pure Ride and MTV Sports: Skateboarding soundtracks.

Deftones: *White Pony*

Maverick Records
Featured In: MTV Sports: Skateboarding

Any album that starts with a song about the last testimony of a weird sex murder victim ("Feiticeira") isn't one that's going to win any awards for being perky. The Deftones spend most of *White Pony* mining (or opening) the vein of loathing self-pity that seems to afflict so many young folks today. Occasionally they cross into something higher, too: "Digital Bath" is a wild crescendo of angst. Perfect for when you hate hate hate everyone and everything, including your own stupid self.

Final Score ●●●



OPM: *...Menace to Sobriety*

Atlantic Records
Featured In: MTV Sports: Skateboarding

I'm really embarrassed that I like *Menace to Sobriety* as much as I do, since it's pretty much the sort of musical crap I typically roll my eyes at: Dumbass punks singing and rapping about getting high and skating and using four or five swear words in a row because, you know, ONE just won't do. But I can't help myself. This stuff is catchy enough to make its vapid antiauthoritarian outlook kinda endearing instead of merely deeply stoned. It's bad, bad stuff. I'm sorry I enjoy it so.

Final Score ●●●

PAPA ROACH
INFEST

Papa Roach: *Infest*

DreamWorks Records
Featured In: Tony Hawk's Pro Skater 2

Ready for a snap back to early '80s metal—you know, after Zeppelin but before Poison? Get a load of "Last Resort" on *Infest*: Thudding Iron Maiden-like riffs while singer Cody Dick makes like Ozzy trapped in his lower register. And it's even about suicide, to ensure a fat lawsuit somewhere along the way! The rest of the album keeps up the same lugubrious thrashing: so mopey, and yet so metal. If they'd only bring back the shaggy mane look, it'd be like the '90s never happened.

Final Score ●●●◖

POWERMAN 5000
TONIGHT THE STARS REVOLT!

Powerman 5000: *Tonight the Stars Revolt!*

DreamWorks Records
Featured In: Tony Hawk's Pro Skater 2

Imagine Rob Zombie had overdosed on '40s pulp sci-fi instead of *The Texas Chainsaw Massacre*, and you've got a pretty good idea of what Powerman 5000 is all about. Sure, it rocks fairly hard, but there's something inherently cheesy about it that keeps me from really sticking with it; it's not something I'm sure I'd want to let anyone catch me listening to. One saving grace: a nice, nasty remake of the Cars' "Good Times Roll." Other than that, though, this one's a goof.

Final Score ●●◖

PROJECT 86
Drawing Black Lines

Project 86: *Drawing Black Lines*

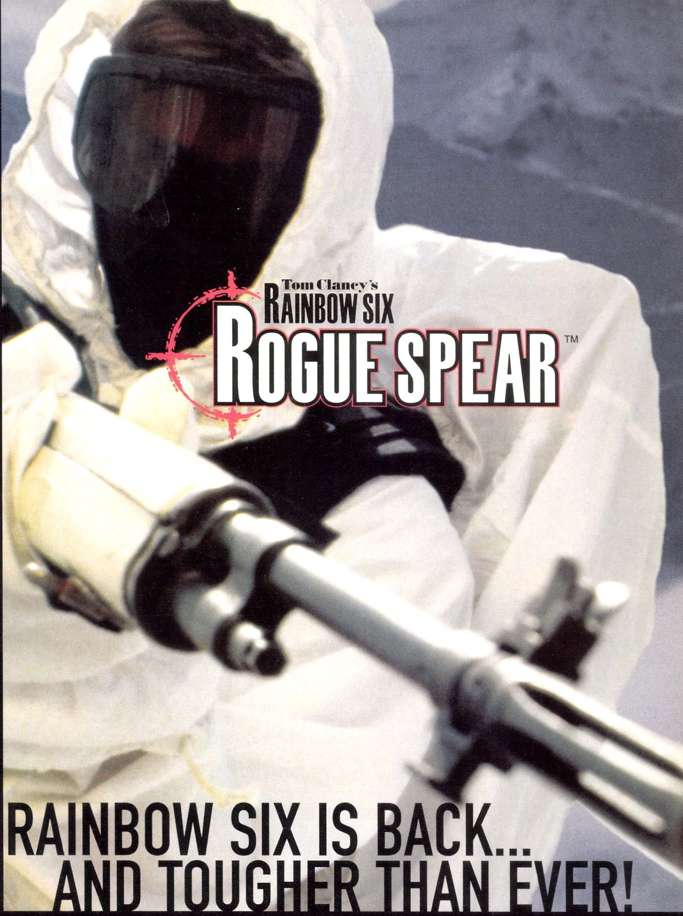
Atlantic Records
Featured In: MTV Sports: Pure Ride

Here's the problem: I just got done listening to *Drawing Black Lines*, but for the life of me I can't remember a single thing about it, other than that it was kinda loud—just your average thrash metal with no distinguishing characteristics whatsoever. OK, now I've gone back and listened to it again, and I *guess* that "One-Armed Man (Play On)" might be OK, but...well, there. It's happened again. Zoom. Right out of my skull. I'm guessing that wasn't something that was planned.

Final Score ●

John Scalzi's been reviewing music since "Powerman 5000" was a kind of vacuum cleaner that sucked really, really hard. Visit his Web site at www.scalzi.com. Or don't. Free will, you know.

PlayStation ®



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Animated Blood and Gore

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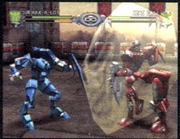

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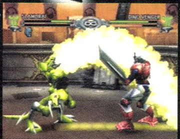

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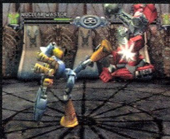

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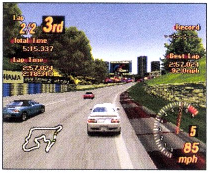
TOP TWENTY

1 Madden NFL 2001

Last Month: — *EA Sports* ●●●●●

After last season's masterful pigskin effort, EA exceeded the expectations of even the most rabid football fans with this year's edition. The game mastered the always sought, rarely achieved risk/reward aspect of the real NFL. And the physics are wound tighter than John Randle. We said it was arguably one of the best PlayStation games ever, but there shouldn't be much of an argument that it's the best PS one football game ever. It's nice to see such a prime game on the top of the sales charts, but will it be replaced by its Hollywood-faced, sleek-suited PS2 brother? Time and consumers will soon tell.



2 Gran Turismo 2

Last Month: 11 *Sony CEA* ●●●●●

We called this the "greatest racing game ever made" when we reviewed GT2 last February, and we're sticking to that—at least until GT3 comes out. While you're waiting for Sony's next driving masterpiece to be released, comfort yourself with GT2's heady package of 600 cars, 27 courses and the most accurate racing engine ever created. And be sure to tune in next month for our exclusive feature on GT3, which'll be packed with tons of new screens and info.

	Last Month	Title / Publisher	Rating
1	—	Madden NFL 2001 *EA Sports*	●●●●●
2	11	Gran Turismo 2 *Sony CEA*	●●●●●
3	—	Chrono Cross *Square EA*	●●●●●
4	—	Spider-Man *Activision*	●●●●●
5	1	Tony Hawk's Pro Skater *Activision*	●●●●◖
6	3	Spec Ops: Stealth Patrol *Take 2 Interactive*	●
7	—	NFL GameDay 2001 *989 Studios*	●●◖
8	4	Driver *GT Interactive*	●●●●
9	—	CTR: Crash Team Racing *Sony CEA*	●●●●●
10	5	WWF SmackDown! *THQ*	●●●●◖
11	10	Tekken 3 *Namco*	●●●●●
12	—	Spyro 2: Ripto's Rage! *Sony CEA*	●●●●◖
13	9	Syphon Filter 2 *989 Studios*	●●●◖
14	13	Syphon Filter *989 Studios*	●●●●
15	—	Final Fantasy VIII *Square EA*	●●●●●
16	16	Crash Bandicoot: WARPED *Sony CEA*	●●●●●
17	18	Namco Museum Vol. 3 *Namco*	●●●◖
18	2	NCAA Football 2001 *EA Sports*	●●●●
19	15	Metal Gear Solid *Konami*	●●●●●
20	8	Legend of Dragoon *Sony CEA*	●●●●◖

Source: NPD TRSTS Video Games Service, mid-September 2000. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

Luminaire
Serge
150/276
Korcha
147/232
Kid
122/235

3 Chrono Cross

Last Month: — *Square EA* ●●●●●

The best PS one RPG? It's definitely up there. But with the release of Final Fantasy IX, this one's got some serious competition in store.

4 Spider-Man

Last Month: — *Activision* ●●●●●

We're not surprised by the Webhead swinging into the top five. We are, on the other hand, surprised by Chris Baker's clingy new Spidey outfit.

SCORE
3735
SPECIAL
540 METHOD

5 Tony Hawk's Pro Skater

Last Month: 1 *Activision* ●●●●◖

Ahh, the freefall has begun. But fear not! Certainly the sequel will ollie and grind its way to the top five in no time at all.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	*Konami*
2	Soul Reaver 2	*Eidos*
3	Munch's Oddysee	*Infogrames*
4	Silpheed	*Working Des.*
5	Star Wars: Starfighter	*LucasArts*
6	Dark Cloud	*Sony CEA*
7	Gran Turismo 2000	*Sony CEA*
8	Zone of the Enders	*Konami*
9	NBA Hoopz	*Midway*
10	Futurama	*Fox Int.*

OPM's Most Wanted PS Games

1	Final Fantasy IX	*Square EA*
2	Alone in the Dark 2	*Infogrames*
3	Driver 2	*Infogrames*
4	Fear Effect: Retro Helix	*Eidos*
5	The World Is Not Enough	*EA Games*
6	WWF SmackDown! 2	*THQ*
7	Mat Hoffman's Pro BMX	*Activision*
8	Dragon Warrior VII	*Enix*
9	Mega Man X5	*Capcom*
10	Dukes of Hazzard 2	*Southpeak*

Japan's Top 10 PS and PS2 Games

1	Dragon Quest VII	*Enix*
2	Genso Suiko Gaiden Vol. 1	*Konami*
3	Dino Crisis 2	*Capcom*
4	Gekikuukan Pro Baseball	*Square*
5	World Soccer 2000	*Konami*
6	Ring of Red	*Konami*
7	KeyboardMania	*Konami*
8	G-Savior	*Sunrise*
9	SangokuShi VII	*Koei*
10	Silpheed	*Capcom*

U.K.'s Top 10 PlayStation Games

1	Tony Hawk 2	*Activision*
2	Who Wants to Be a Millionaire	*Eidos*
3	Spider-Man	*Activision*
4	Sydney 2000	*Eidos*
5	Tenchu 2	*Activision*
6	TOCA World Touring Cars	*Codemaste*
7	Rayman	*Ubi Soft*
8	Rayman 2	*Ubi Soft*
9	Driver	*Infogrames*
10	Tony Hawk's Pro Skater	*Activision*

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MATURE
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CONTENT RATED BY
ESRB

Animated Violence
Animated Blood and Gore

SECRET LEVEL

Dreamcast™

PlayStation®2

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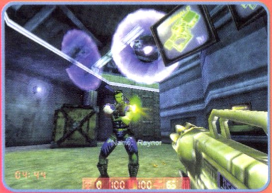
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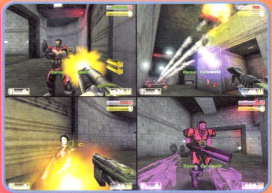
Get up close and personal in the first-person perspective with over 10 weapons of destruction! Screenshots are from the PlayStation®2 system.



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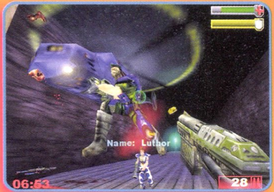
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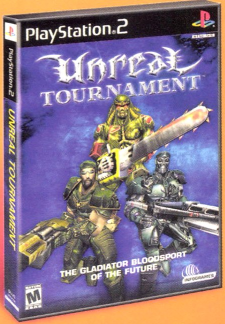
Experience dazzling graphics and a multitude of maps and weapons – all in a frame rate so fast it's Unreal.


PlayStation 2
Unreal Tournament
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Unreal™ Tournament's fast and furious, single and multiplayer experience comes to life on PlayStation®2 computer entertainment system and Sega Dreamcast.™ Lead your team of virtual teammates against the deadliest gladiators in the galaxy. Mind-blowing realistic 3D graphics. High-octane game-play. Totally Unreal combat action. Just be sure not to lose your head.

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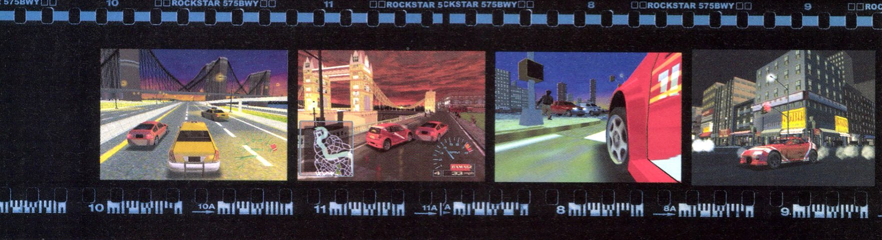
575BWY
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ROCKSTAR 575BWY
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ROCKSTAR 5CKSTAR 575BWY
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ROCKSTAR 575BWY
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ROC
DAMAGE
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11A
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8A
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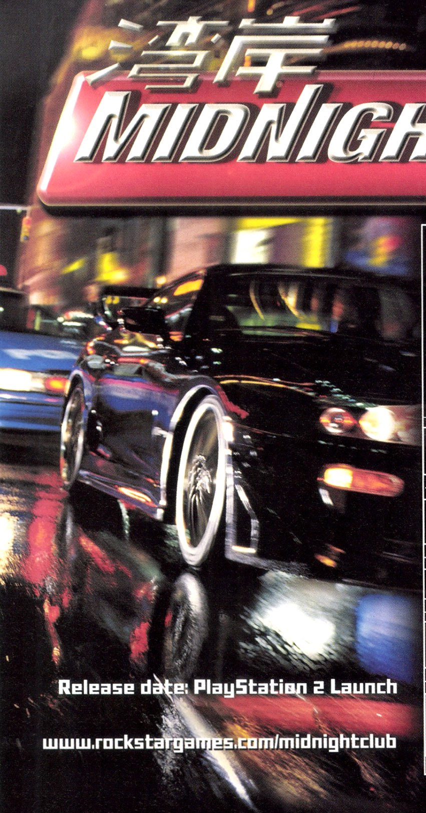
PlayStation®2

湾岸 MIDNIGHT CLUB

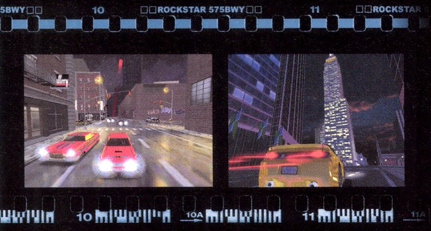
STREET RACING


Release date: PlayStation 2 Launch
www.rockstargames.com/midnightclub

In secret gatherings around the world a mysterious group of urban street racers, known as the Midnight Club, race for pride, power and glory in sleekly customized, tricked-out sports cars. Speeding through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the "Midnight Club".

- Racing action in two accurately modeled cities on both sides of the Atlantic - New York and London!
- 17 different performance enhanced cars to race - concept prototypes, foreign sports cars, muscle cars and pickup trucks.
- Play in a persistent world - with interactive traffic, pedestrians and law enforcement.
- Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.
- Winning cars are tuned up with equipment from street-racing specialists such as Dimmer, VeilSide, Zender, Neuspeed, Wings West and more....

There are no rules.



Cutting edge soundtrack from some of the world's leading techno/drum and bass artists- Dom and Roland, Derrick May and Surgeon

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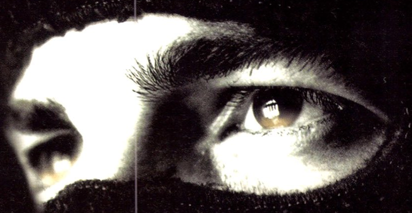

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- Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.
- Choose from 35 different vehicles, each with unique modifications and strengths.
- Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.
- Maneuver your way through arid desert, icy tundra, or rocky mountain forest.
- Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS

9
ROCKSTAR 575BWY
10
ROCKSTAR 575BWY
11
ROCKSTAR 575BWY
9
ROCKSTAR 575BWY
YOU'RE BUSTED
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9A
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11A
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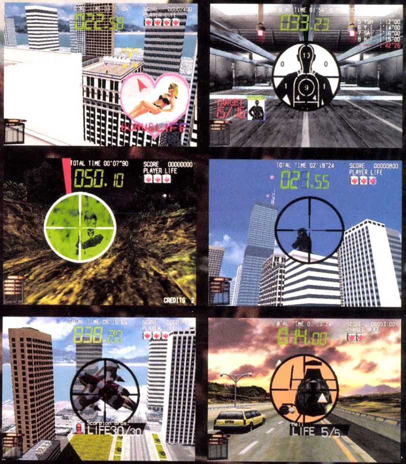
9A



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PlayStation®2 Dreamcast

MATURE M Animated Violence Animated Blood CONTENT RATED BY ESRB

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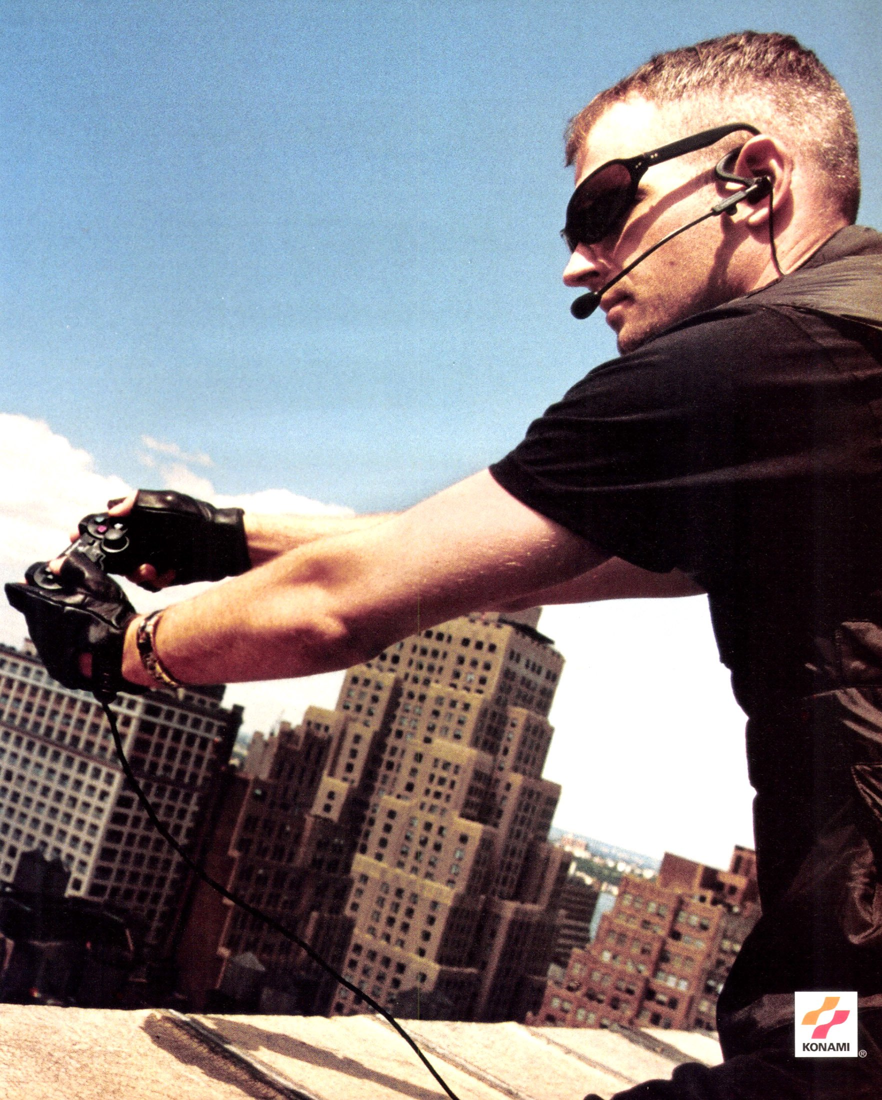
KONAMI ®

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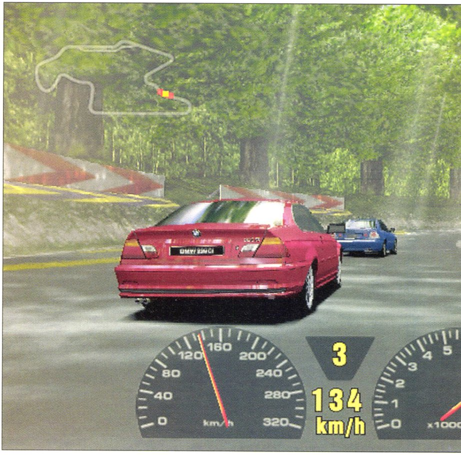
Gran Turismo 3

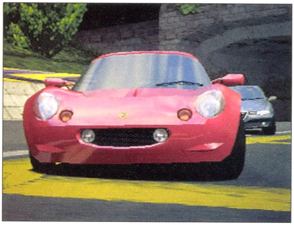
New name, but no less amazing

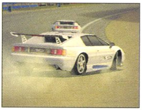
Since releasing something with a name like Gran Turismo 2000 makes absolutely no sense for a game set to hit shelves in **early 2001**, it's easy to see why **Sony CEA** has subtracted 1,997 digits from the title of the latest entry to its series of racing games. Sure, it might not be a launch title as we hoped months ago—but if it takes that extra few months to further amaze us, then we'll be patient.

Everything that GT2 did, GT3 will do better. Of course, it all begins with the graphics. Whereas it took 400 polygons to create one of the great-looking vehicles of GT2, for instance, you'll have to add another zero to equal the number for this one—you do the math. We've also seen a redesign of the original's forest track, one of 15 in the game, that makes the PS one rendition look absolutely archaic. And the replays? "I don't know if you'd be able to tell the difference between a live broadcast on TV and what's happening [in replay mode]," says SCEA product marketing manager Susan Nourai. We sure can't.

But graphics aren't the only enhancement for GT3—not by a longshot. You can also expect better weather effects, vastly improved artificial intelligence, an emphasis on satisfying everyone, and so much else that we're going to have to devote next month's entire feature to the game. We'll see you then.

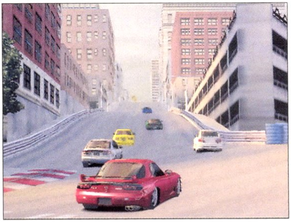






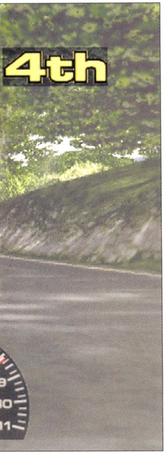
Coming Soon

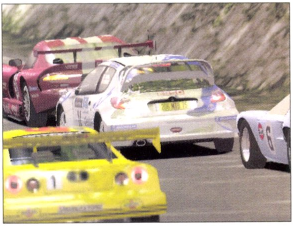
November		
Disney's Donald Duck	Ubi Soft	Action
ESPN NBA 2Night	Konami	Sports
ESPN NFL Primetime	Konami	Sports
ESPN X Games: Snowboarding	Konami	X-Sports
FIFA 2001 MLS	EA Sports	Sports
F1 Championship Season 2001	EA Sports	Racing
F1 Racing Championship	Ubi Soft	Racing
Gradius III and IV	Konami	Shooter
ModernGroove	TBA	Misc.
NASCAR 2001	EA Sports	Racing
Q-Ball: Billiards Master	Take 2	Sports
Rayman Revolution	Ubi Soft	Action
Ready 2 Rumble: Round 2	Midway	Sports
Super Bust-A-Move	Acclaim	Puzzle
Sky Odyssey	Activision	Action
Theme Park Roller Coaster	EA Games	Simulation
WDL: Thunder Tanks	3DO	Action
December		
Age of Empires II	Konami	Strategy
Army Men: Air Attack 2	3DO	Action
Army Men: Sarge's Heroes 2	3DO	Action
Carrier Morphed	Jaleco	Adventure
Formula 1 2000	EA Sports	Racing
MDK 2: Armageddon	Interplay	Action
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Adventure
Star Wars: Starfighter	LucasArts	Action
Warriors of Might and Magic	3DO	Adventure
Q1 2001		
4 X 4 Evolution	G.O.D.	Racing
All-Star Baseball 2002	Acclaim	Sports
Army Men: Vikki's Adventures	3DO	Action
The Bouncer	Square EA	Action
Dark Angel Vampire	Metro 3D	Adventure
Driving Emotion Type-S	Square EA	Racing
ESPN MLS Game Night	Konami	Sports
Fur Fighters	Acclaim	Action
Gauntlet: Dark Legacy	Midway	Action
Gran Turismo 3	Sony CEA	Racing
High Heat Baseball 2002	3DO	Sports
Kengo: Master of Bushido	Crave	Fighting
Knockout Kings 2001	EA Sports	Sports
Legacy of Kain: Soul Reaver 2	Eidos	Adventure
Legion: Legend of Excalibur	Midway	Strategy
NBA Hoopz	Midway	Sports
Onimusha: Warlords	Capcom	Adventure
Star Wars: Super Bombad Rac.	LucasArts	Racing
Tiger Woods PGA Tour 2001	EA Sports	Sports
Ultimate Fighting Championship	Crave	Wrestling
WDL: War Jetz	3DO	Action
Other 2001 Releases		
7 Blades	Konami	Action
Ape Escape 2	Sony CEA	Action
Aquaqua: Wetrix 2	SCi	Puzzle
Armada 2	Metro 3D	Action
Baldur's Gate	Interplay	RPG
Black & White	EA Games	Adventure
Bust-A-Groove 3	Enix	Dancing
CART Fury	Midway	Racing
Dark Cloud	Sony CEA	RPG
Dragon's Lair 3D	TBA	Adventure
Drakan	Sony CEA	Adventure
Dropship	Sony CEA	Action
Eden	Eidos	Adventure
Ephemeral Fantasia	Konami	RPG
Evil Twin	Ubi Soft	Adventure
Extermination	Sony CEA	Adventure
Final Fantasy X	Square EA	RPG
Final Fantasy XI	Square EA	RPG
G-Surfers	TBA	Racing
Galerians 2	Crave	Adventure
Galleon	Interplay	Adventure
The Getaway	Sony CEA	Racing
Ghost Master	Empire	Strategy
Gift	Cryo	Adventure
Gunslinger	Activision	RPG
Harry Potter	EA Games	Adventure
Herdy Gerdy	Eidos	Adventure
ICO	Sony CEA	Action
Kessen II	TBA	Strategy
Legacy of Kain: Blood Omen 2	Eidos	Adventure
The Lost	Crave	Adventure
Lotus Extreme Challenge	Interplay	Racing
Maximo	Capcom	Action
Metal Gear Solid 2: SoL	Konami	Adventure
Mille Miglia Racing	SCi	Racing
Mobile Suit Gundam	Bandai	Action
Motor Mayhem	Infogrames	Action
NASCAR Heat	Hasbro	Racing
Navy SEALS	Jaleco	Action
No One Lives Forever	Fox Interactive	Shooter
Nooks and Crannies	Crave	Strategy
Oddworld: Munch's Oddysee	Infogrames	Adventure
Pirates of Skull Cove	EA Games	Strategy
Red Faction	THQ	Shooter
Run Like Hell	Interplay	Adventure
Silent Hill 2	Konami	Adventure
Starsky and Hutch	Empire	Action
Stunt Squad	TBA	X-Sports
V.I.P.	Ubi Soft	Adventure
Virtual Ocean	TBA	Action
WipeOut Fusion	Psygnosis	Racing
The World Is Not Enough	EA Games	Shooter
World Sports Cars	Empire	Racing
Zone of the Enders	Konami	Action

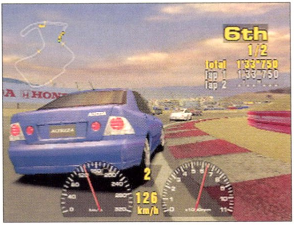


Smart Racers

One major improvement to GT2 is that your opponents are just plain smarter. Says SCEA's Susan Nourai, "In GT2, the opponent cars kind of raced in packs and it seemed a little patterned. Now, each and every car that you race against will be able to react emotionally to what you do. So, if you pass someone on the inside or cut them off, they will come after you; they will tailgate you—it'll become a rivalry between you and the other car."

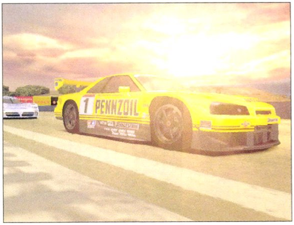






The Weather

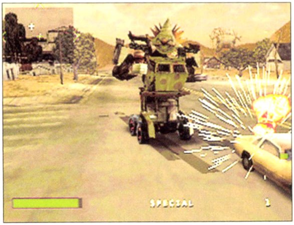
Sure, weather in racing games isn't exactly a new concept, but GT3 might just take the concept to the next level. "Weather conditions in the game pose new challenges," says SCEA's Susan Nourai. "Whether it's a glaring sun [right], a dense fog in Seattle or rain, your sight and depth of visibility become impaired, and your physics in your car change and alter to weather conditions. Authentic to the core, this game is based on authenticity and realism."



Twisted Metal: Black

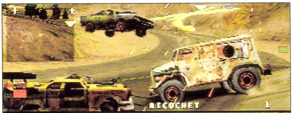
More twisted than ever

We all knew a PS2 version of Twisted Metal was bound to happen—we just weren't expecting a deep anticipation to play it. So why the excitement, you ask? We'll let **Sony CEA**'s David Jaffe sum it up for you: "This Twisted Metal is being developed by **Incognito Studios**, made up of every single key player who worked on TM and TM2." Not enough for you? How about this: "Twisted Metal: Black is dark, demented and a total departure from the previous games. We've abandoned the wacky cartoon feel of traditional car combat, and have instead taken inspiration from such films as *Seven*, *Jacob's Ladder* and *Silence of the Lambs*." Psyched for Sweet Tooth yet?



Sweet Tooth the Decepticon?

Aside from the dark, macabre movies that helped inspire TMB, we have to think that some of the greatest toys ever, the Transformers, served some sort of influential role as well. Take Sweet Tooth, for instance. One moment you see his trademark ice-cream truck blowing the crap out of everything, and then he morphs seamlessly into the robotic formation above. More than meets the eye, for sure.



FIRE MISSILE

FIRE MISSILE

Rayman 2: Revolution

This month's PS2 debut of **Ubi Soft**'s limbless mascot features much of the typical platform business you'd probably expect: Save your friends, earn love and respect from the Teensies you're committed to helping, battle demented pirates (as many as 10 at once), etc. The game features a non-linear setup, also including plenty of secret passageways for you to stumble upon. And as you progress, you'll earn special powers and the ability to evolve your character.

中山武者
0人抜き
諸伏勘五郎
00'15"98

Kengo: Master of Bushido

Bushido Blade fans, get ready for the next evolution of the most realistic fighting game yet. Kengo, due to be published in **December** by **Crave**, is being developed by **Light Weight**, creators of the original Bushido Blades, and continues the slow-paced, one-hit-kills combat of the original. This time, battles take place in standard arenas, which does away with the free-roaming combat of the earlier games. But added is a training mode of eight unique minigames.

Unreal Tournament

The Bots blast away on PS2

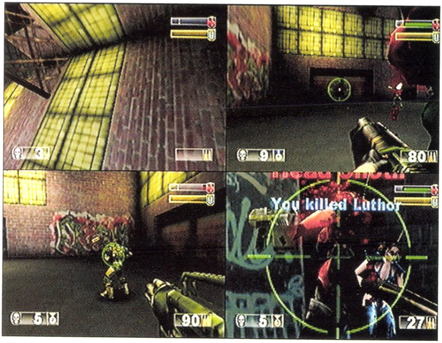
If you know even the slightest thing about the PC gaming scene, Unreal Tournament needs no introduction. Massively popular for its incredible online multiplayer deathmatches, the first-person shooter makes its way to PS2 **this month** courtesy of **Infogrames**.

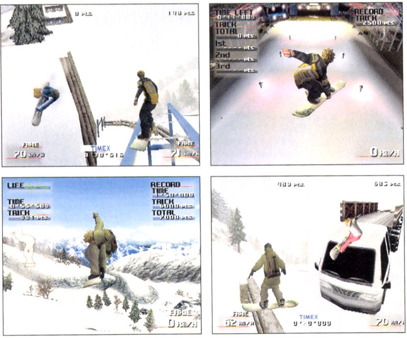
Though basically a port of the PC version, several modifications were implemented by **Epic Games** to make UT more PS2-friendly. For example, since online gaming has yet to reach the PS2, a four-player split-screen mode helps rectify the situation, and you can even link PS2s via firewire so that (rumor has it) as many as eight fraggers—yes, *eight*—can take part in the mayhem.

Another challenge faced by the development team was with the control. "We've done most of our work to really get the controls feeling good on the console," says Infogrames' Matt Powers. "I think that once you get a chance to put your hands on it, you'll see that we've really tackled the controller very well." But for those diehards out there, USB mouse and keyboard compatibility does exist.

As far as gameplay is concerned, UT delivers as well as the best of 'em. Throughout over 50 arenas—15 brand-new for PS2—your simple goal is to kill as many opponents (known as "Bots") as possible using 10 high-powered weapons. "The basic gameplay really fits well on the PS2," says Powers. "As a long-time PC gamer, I'm actually enjoying playing this a lot more because I just kick back on the couch and have a lot more fun playing with my roommate on the split-screen." We'll have a final verdict on the game next month.

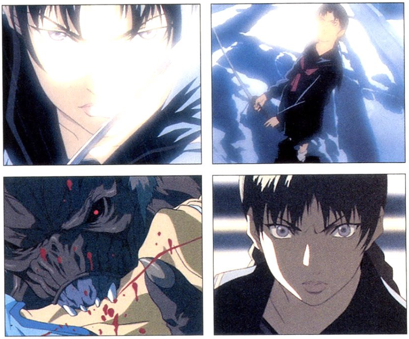
You killed Kryss
18
123





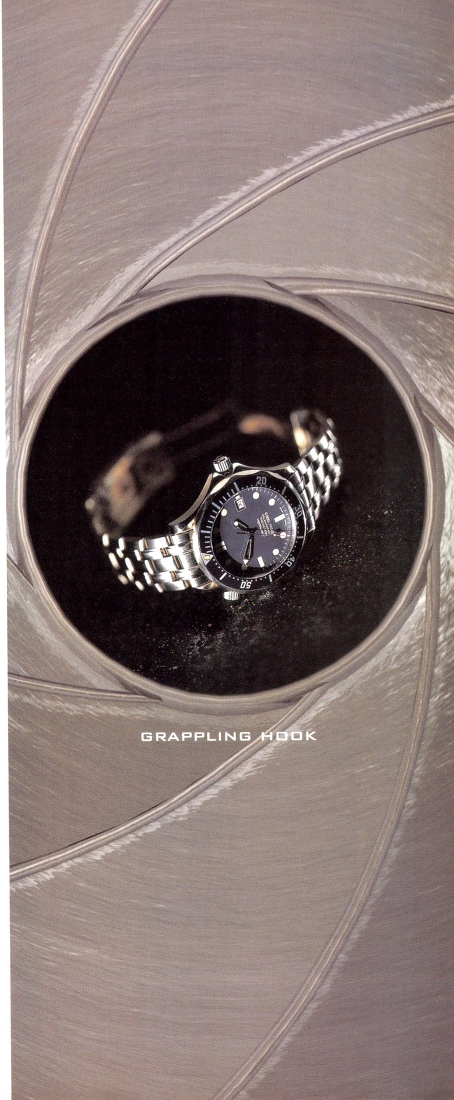
Cool Boarders Code Alien

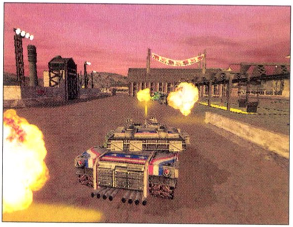
Hot on the heels of SSX and ESPN Winter X Games, **Sony CEI** plans to release a snowboarding game of its own this **December** in Japan. The quirky-sounding "Alien" in its title actually represents someone who can pull off tricks and speed—which makes sense considering that the gameplay closely resembles that of SSX, 14 non-linear tracks included. The game does lack a time limit, however, as your time spent atop your board is based on a power bar kept up by performing tricks. The game also features several multiplayer modes, including a line battle—the vertical line separating you and your opponent will move depending on who performs better.



Blood: The Last Vampire

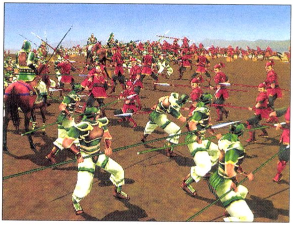
Last month we told you about *Blood*, an anxiously awaited animated film and novel from *Ghost in the Shell* creators **Production IG** set for a Japanese release late this year. As it stands now, a PS2 version (also from Production IG) is planned to hit the Land of the Rising Sun **early next year**, with a probable release in the States at a later date. Game details remain sketchy at this point, but we do know that the graphic adventure features plenty of animation as it deals with the battle between humans and vampires that has raged for over 200 years. And unlike the movie set in 1966 Japan, the game stars a high-school dropout in the present day.

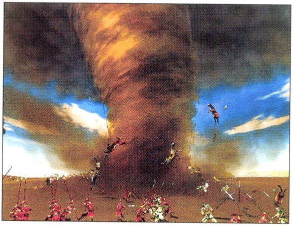




WDL: Thunder Tanks

The original BattleTanx was too much for the PS one to handle, but now with a new name and a new system, we hope to see great things **this month** from the first of **3DO**'s World Destruction League line. Post-apocalyptic battles await at sites of famous landmarks like the newly ruined Leaning Tower of Pisa. There are 11 tanks to choose from, two colorful, say-anything announcers, and 12 different levels. Weather even plays a part in this ramped-up graphic free-for-all.





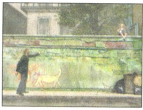
Kessen II

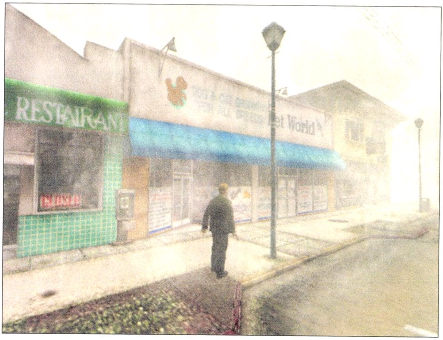
Fans of the recently released Kessen should be glad to hear that a sequel is already in the works. We recently checked out the game at **Koei**'s Japan studios and were amazed by the new magic spells that you can perform. Similar in style to Summons in the Final Fantasy games, these spells (such as the tornado pictured above) can wreak massive destruction on the battlefield. Also, Kessen II features 500 people on the field versus the original's 100. Look for it **next year**.

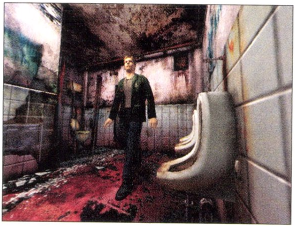
Silent Hill 2

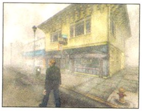
Prepare for another dose of foggy horror

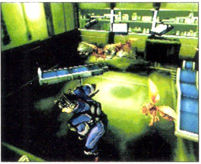
Konami's original Silent Hill for the PS one put a new spin on the survival horror genre with its inventive use of cinematic camera movements and other such effects for added suspense. And now the sequel looks to further the use of cinematic effects to truly frighten those who dare venture into its world. It would appear that the developers have studied the works of David Fincher (*Seven*, *Fight Club*), as the mood seems seriously cool. But, this time around, things are a lot more dark, too. An early trailer for the game features some downright disturbing elements, looking like gruesome scenes taken from *Seven*—except maybe about 10 times as bad. You know, lots of blood, undead creatures and dismembered corpses. What we know so far is that Silent Hill 2 places you in control of James Sanderland, who receives a letter from his wife to meet him at Silent Hill—which is odd, considering she's been dead for over three years. Don't worry, though. We'll have plenty more on SH2 as its **fall 2001** release approaches.

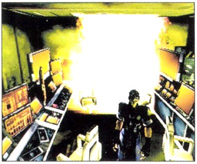






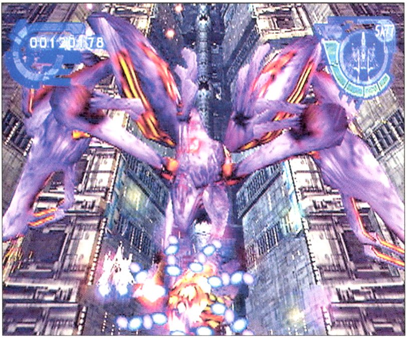


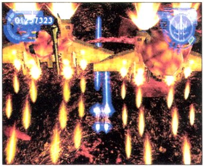


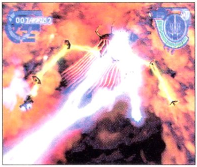


Carrier Morphed

Like the title suggests, this new Carrier isn't as much of a sequel to **Jaleco**'s mediocre Dreamcast survival horror clone as a...well, morphed version of it. While the general setting might be similar, everything else—from the storyline to the graphics—has seen a total overhaul. More emphasis has been placed on lighting effects, giving this release of Carrier a moodier feel, and you can now fire your weapons from the first-person perspective. Currently on track for a **winter** release, Morphed should ease the wait for Resident Evil 4—that is, of course, assuming that its many upgrades result in a better experience than the original Carrier provided.



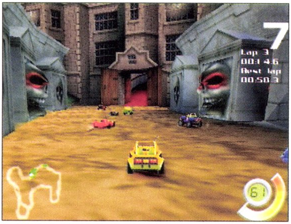


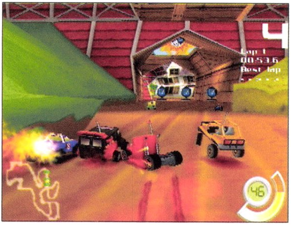


Silpheed

We originally planned to have a review of **Treasure**'s awesome-looking PS2 shooter for you this month, but unfortunately the U.S. version of the game is taking a bit longer than **Working Designs** had originally anticipated. According to Victor Ireland, president of WD, the company is currently focusing on fixing up some of the slowdown that plagued the Japanese version. The U.S. version will have analog support as well. We've played a lot of the early version and, as you can see by these accompanying shots, the visuals look mighty impressive. And shooter fans should definitely dig the gameplay of Silpheed, which hits stores **this month**.

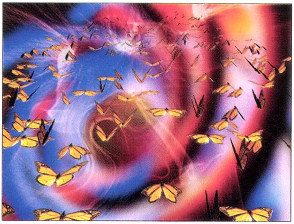
NUCLEAR DETONATOR





RC Revenge Pro

Due in **November**, **Acclaim**'s follow-up to its popular remote-control racing series features over 30 vehicles (including boats, tanks and even an alien spaceship) and more than 20 different tracks of various themes. Some of these courses even allow boats and cars to race against each other! And since one of the biggest complaints of previous versions was the framerate, RC Revenge Pro's solid 60 frames per second will provide a welcome treat.



ModernGroove

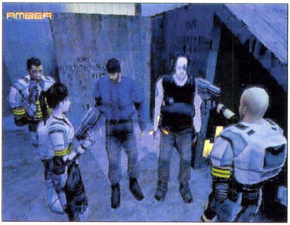
Not so much a game as a party tool, ModernGroove from, well, **ModernGroove** (made up of former EA personnel) comes packed with over five hours of original music from "today's leading DJs." As each track plays, various 3D scenery appears onscreen in synch with the tunage. Don't like what you see? Then plug a webcam into the PS2's USB port and see your party's action mixed in with the visuals. You can even use your own disc of MP3s to vary up the musical selection!

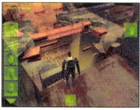
Eden

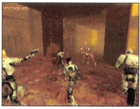
Nope. No garden here

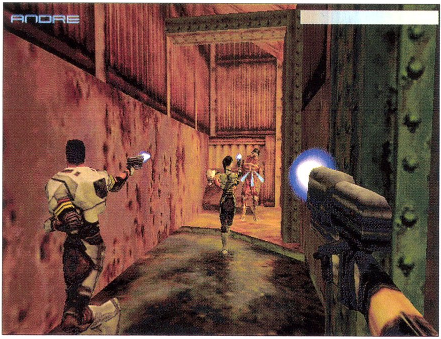
In the distant future, things are looking up—but not in a good way. Due to overpopulation and limited space, cities have had no choice but to grow vertically into the stratosphere. At the top, where the sun can be seen, live the rich, while the poor reside thousands of feet below in virtual darkness. Still farther down lie the Underlife—the criminals, cultists and all-around deranged who have been banished from society. But it is at the very bottom—a deserted area only visited by engineering teams (someone's gotta make sure the buildings' foundations remain solid)—that the events of **Eidos**' Eden take place.

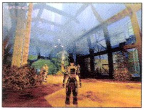
As you take control of an entire Security Squad sent to rescue a missing engineering team within these spooky depths, you must strategize as you switch between characters at appropriate times so each can accomplish certain tasks. For example, some squad members might guard corridors better than others, while others might excel at exploration. Your group consists of three soldiers at first, but reinforcements join as you progress, like technical experts and robots. All the while, you can expect to learn more about the Underlife—are they responsible for abducting the engineers? The farther down you descend, the archaic technology inhibits your progress. Think there are any PS2s down there?





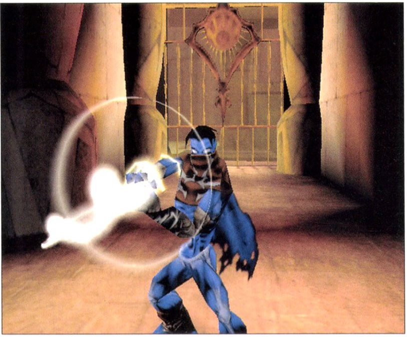


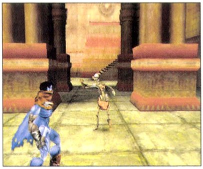


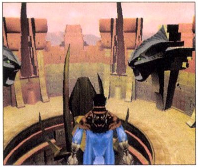


Spooky Settings

Eden's action—described as a cross between Quake, Resident Evil and Commandos by developer Core Design—occurs miles below civilization, which has moved upward. If you've never thought the shopping malls, sports centers, power plants and theme parks we take for granted today could serve as "spooky environments," this spring 2001 release just might prove you wrong.

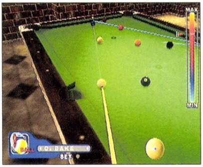


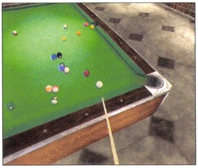




Legacy of Kain: Soul Reaver 2

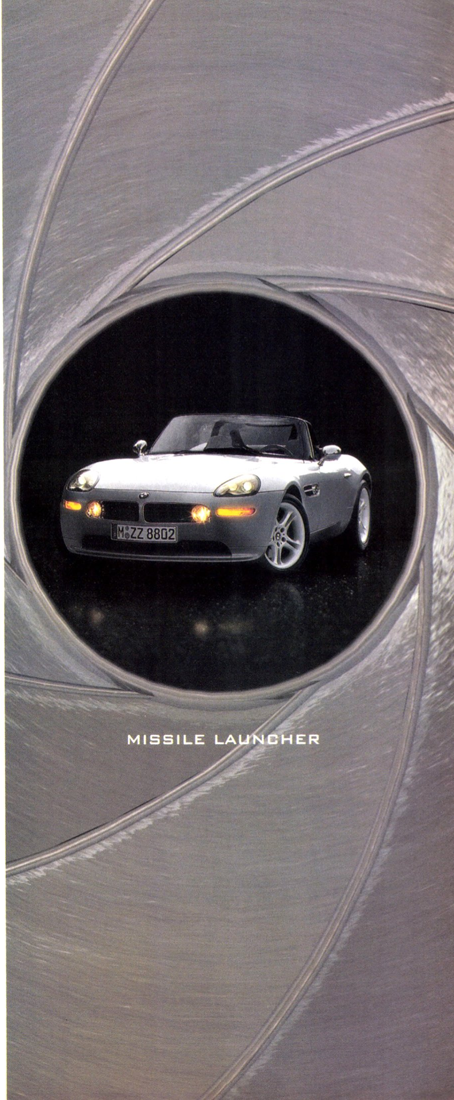
We all know about Raziel and his merry band of vampiric homeboys, but what do we know about the upcoming PS2 version of **Eidos**' red-hot sequel? Well, for starters, Raziel has been re-rendered with over three times as many polygons as the previous version developer **Crystal Dynamics** used, resulting in an extremely detailed, well-defined undead fella with which to wreak your vengeance. Four to five times the level of detail has been placed into the environments, and the pea-soup fog is gone—if you see any fog in the game, it's there on purpose. Soul Reaver 2 also uses anti-aliasing to keep things looking pretty. Look for it this **spring**.

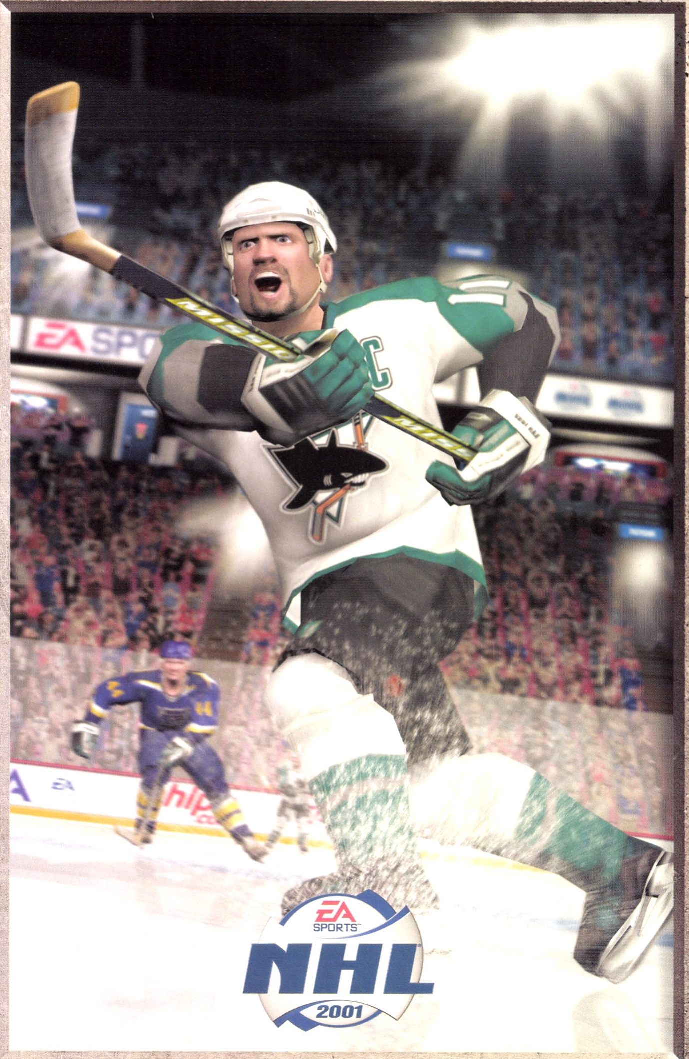




Real Pool

Pool games may seem silly, but don't be surprised if you can't put down the controller once you get a hold of one. **This month**, **Infogrames** joins Rockstar (see Q-Ball: Billiards Master preview on page 118) in kicking off the vid-billiards renaissance with Real Pool. This effort includes 12 different styles of pool, including eight-ball, nine-ball, Rotation and some lesser-known games like Carom and Bowliards. You'll also find a sweet Puzzle Mode that challenges you with over 25 different troublesome tables, which might feature interruptions on the table such as triangles and stars. Expect tight physics and plenty of smooth shark-like trick shots as well.





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PlayStation.2

PC

GAME BOY COLOR

NHLPA

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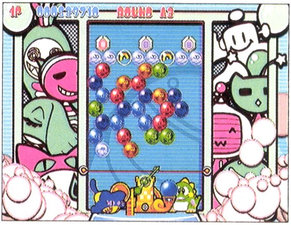
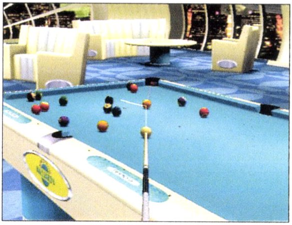
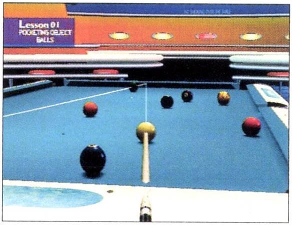


Super Bust-A-Move

It won't exactly wow you with the awe-inspiring graphics capable on the PS2, but **Acclaim**'s **November** puzzle game should please fans of the popular Bust-A-Move series. While the core, color-matching gameplay remains, this **Taito**-developed title includes several new factors, like conveyor belt walls that change your shot's trajectory, tiny bubbles that fit where larger ones can't, and captives within the bubbles who must be rescued—even a few more lovable characters!




Lesson 01
POCKETING OBJECT BALLS

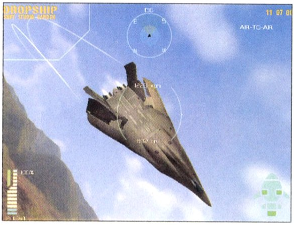
Q-Ball: Billiards Master

Formerly known as Cool Pool, **Take 2**'s billiards title, due in **late November**, boasts realistic ball physics including friction, speed, collision and roll, as you work your way through the ranks against some of the toughest pool sharks in the world. Rack 'em up for different variations of nine-ball, eight-ball and other types of billiards, including bonus games like Bowlliards, Carrot and Random Six. You can even use the analog buttons on your Dual Shock 2 to control a shot's force.

Dropship

This is your PS2 showing off again

Some of you may remember our glowing remarks of **Sony**'s Dropship in last month's issue. Well, this month we've got even more shots to demonstrate the game's amazing visuals. Dropship makes use of the PS2's ability to generate insane amounts of terrain and allows you to navigate through it all. Enjoy the shots, and look for plenty more updates on Dropship before its **summer** release.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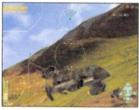

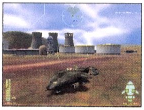

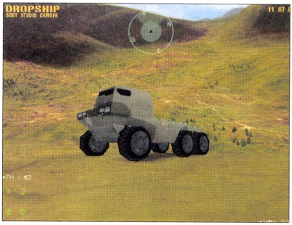
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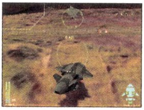

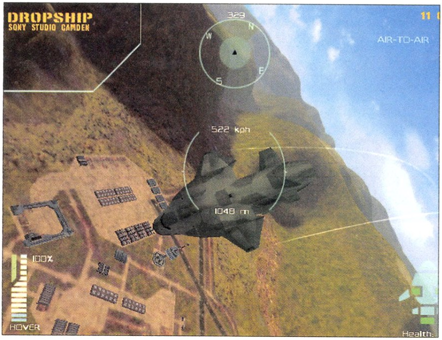
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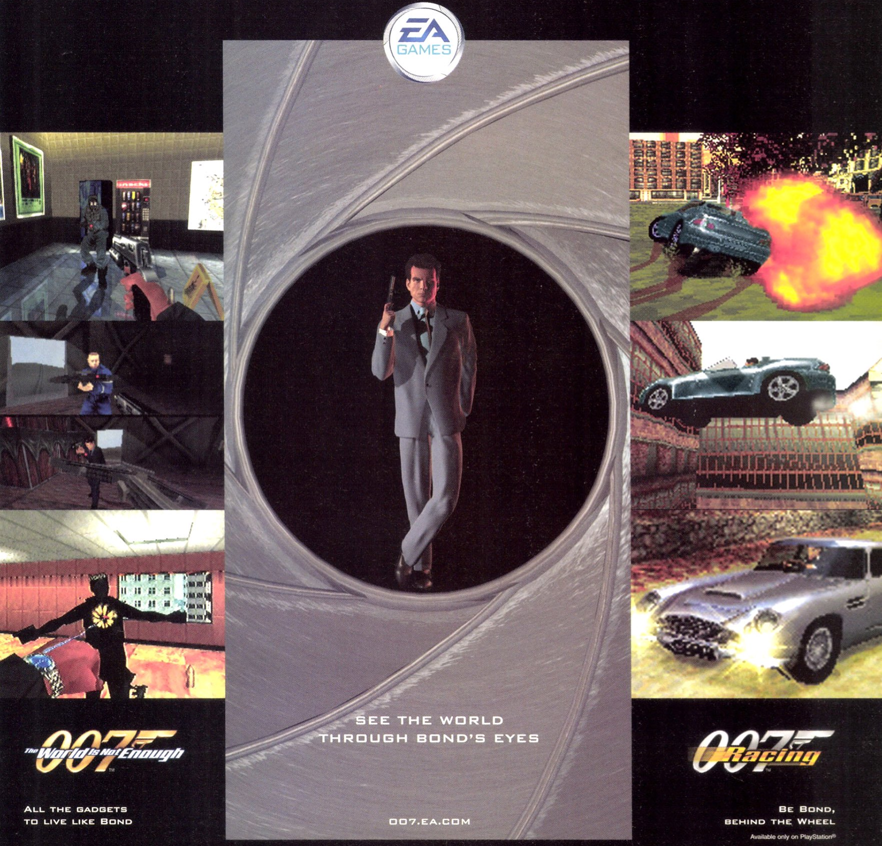
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From the new Shoot Out and Practice Modes, to the expansion teams and up to the minute rosters, we've captured
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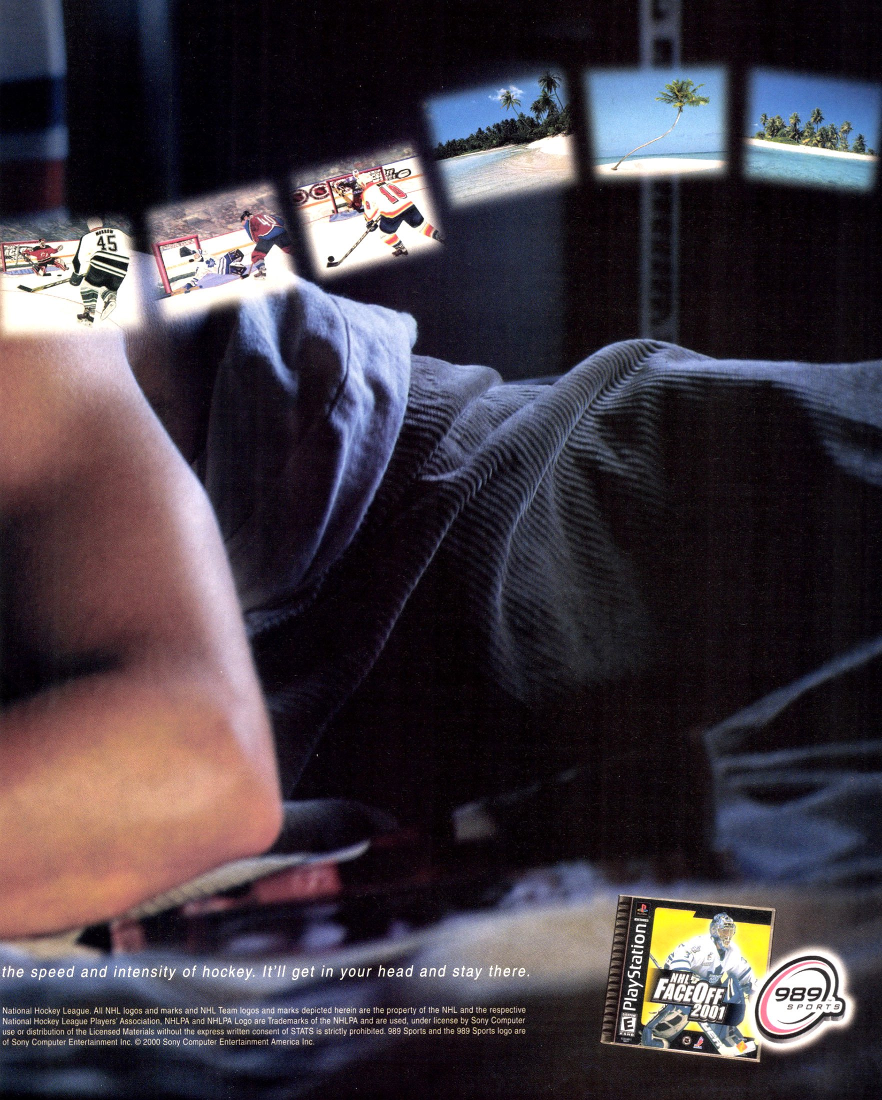

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NHL FACEOFF 2001
989 SPORTS
the speed and intensity of hockey. It'll get in your head and stay there.

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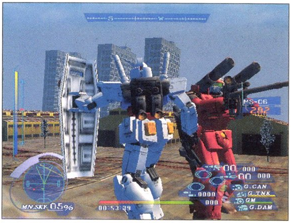
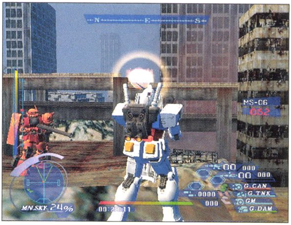
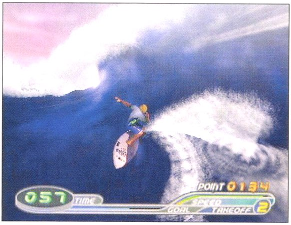




Mobile Suit Gundam

Bandai's first PS2 release, due out **early next year**, aims to please fans of the *Gundam* anime saga, as seen regularly on Cartoon Network. Players are responsible for providing tactical instructions to their Mobile Suits, including Gun Cannon, Gun Tank and G Armor. Bandai promises to use the PS2 power to its max by providing plenty of enemies at once, not to mention graphics it boasts as "on par with CG quality." Check out the screens and see for yourself.



Surfing H_3O

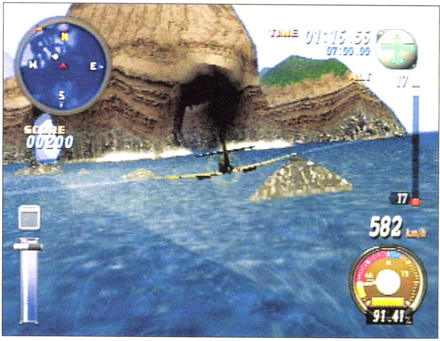
Not only is **this month**'s Surfing H_3O the PS2's first surfing game, it also has one of the strangest peripherals ever—a tiny finger-board that sits atop the Dual Shock 2's analog sticks, giving you more "realistic" gameplay. The cool news is that, along with bringing over the patented "X-Board," **Rockstar** is also building on the original Japanese release (known as Surfroid) by adding new characters and tricks, improving the graphics, and including new music tracks.

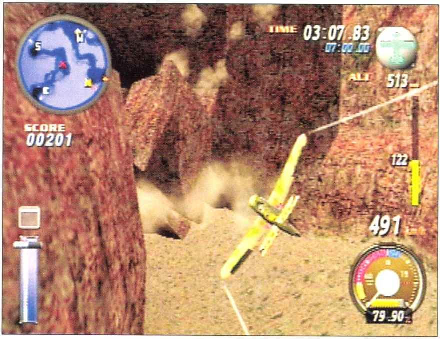
Sky Odyssey

Activision wings it

As one of the more unique PS2 titles set for release **this holiday season**, Sky Odyssey tests your piloting skills by seating you in the cockpit of various aircraft—fly anything from the stealth bombers of today to World War II fighter jets. You'll embark upon such varied and challenging tasks as refueling while atop a speeding train and landing correctly on open-sea aircraft carriers. And don't be surprised to encounter such obstacles as underground caverns, waterfalls and mine pits, as you zoom your way through massive 3D settings ranging from tropical islands to mountain ranges. "The best way to describe Sky Odyssey is a flight/adventure game," says David Grijns of **Activision**, the game's publisher. "It plays somewhat similarly to the Nintendo classic Pilotwings."

Though the game boasts five total modes of play, as Grijns says, "Adventure mode is the meat of the game." Over 40 missions like those described above await you, as you strive to gather all of the pieces of a missing map. Along the way you'll gain access to over 10 different types of aircraft, which can be upgraded and further customized the more you succeed. Other modes allow you to draw pictures in the sky with a smoke generator, fly through targets suspended in mid-air, and more.





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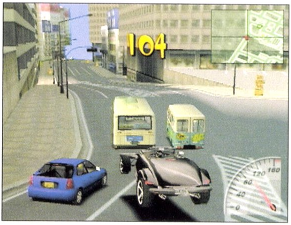
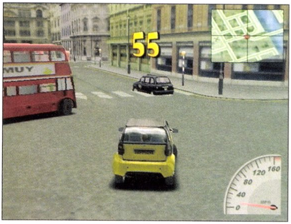
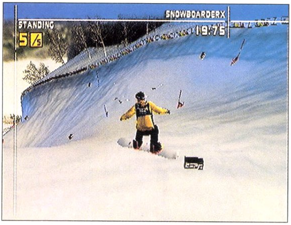




Top Gear Dare Devil

Kemco takes its popular Nintendo franchise to the PS2 with the release of Top Gear Dare Devil. Designers **Papaya Studios** (featuring former Square employees) traveled to Rome, London, Tokyo and San Francisco to take snapshots and video for the game's 27 real-life levels. Though there are some handling issues at this point, so far the game looks incredible; we can't wait to check out the eight-player (you read right: *eight*) competition with TGDD's release in **November**.



ESPN Winter X Games: Snowboarding

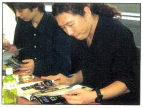
With an amazing snowboarding title like SSX out, you might wonder why you'd even think about **Konami**'s entry to the genre. "These are two completely different games," says Konami's Craig Howe. "This isn't really a racing game; we focused on bringing you the authenticity of the sport." Find out just how realistic it is **this month**.

The Bouncer

It's not just a movie anymore

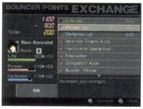
We recently traveled to **Squaresoft**'s Japanese headquarters to chat with the crew behind The Bouncer. Basically, our intention was just to find out how the heck the game will actually play. Here's what we now know: The Bouncer's three main characters, one of which you select to control, act as a group. However, there are times when characters branch off and play through situations on their own. For instance, one character's quest might play out in a comical light, while the quests of the others might involve more actio or more elements of adventure.

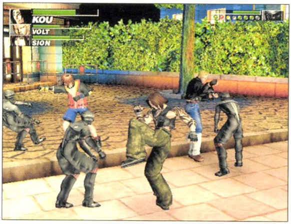
"In terms of manipulating the game characters and their skills," Director Takashi Tokita points out, "Th Bouncer will be closer to Tobal than any other game titles, especially in regard to how to guard yourself an in the upper, middle and lower segmentation of attacks. The PS2 controller has the ability to sense the strength of your finger pressure, so that can differentiate the types of attacks you perform." For example, a light tap on the button would result in a normal punch, but a strong press would yield an uppercut. "As for the movement of the characters and the camera, those could best be compared to Ehrgeiz," he suggests. As for the control setup, there will be buttons for high, mid and low attacks, a guard button, and one butto for special attacks that you learn to perform.

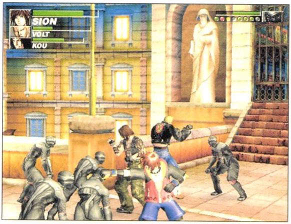


As you progress through the game, you'll pick up points that can be put toward power-ups for your character, and you have the option to save after certain situations, like key battles. And once you beat the game, you can play through it again using the stats you've already built up. You can also carry your stats over to the versus mode.

The Bouncer is coming in **January**, so look for more updates next month. Note: To the right is Mr. Tokita, reading *OPM*'s last preview of The Bouncer. He appears to like it.

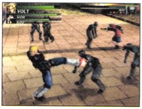


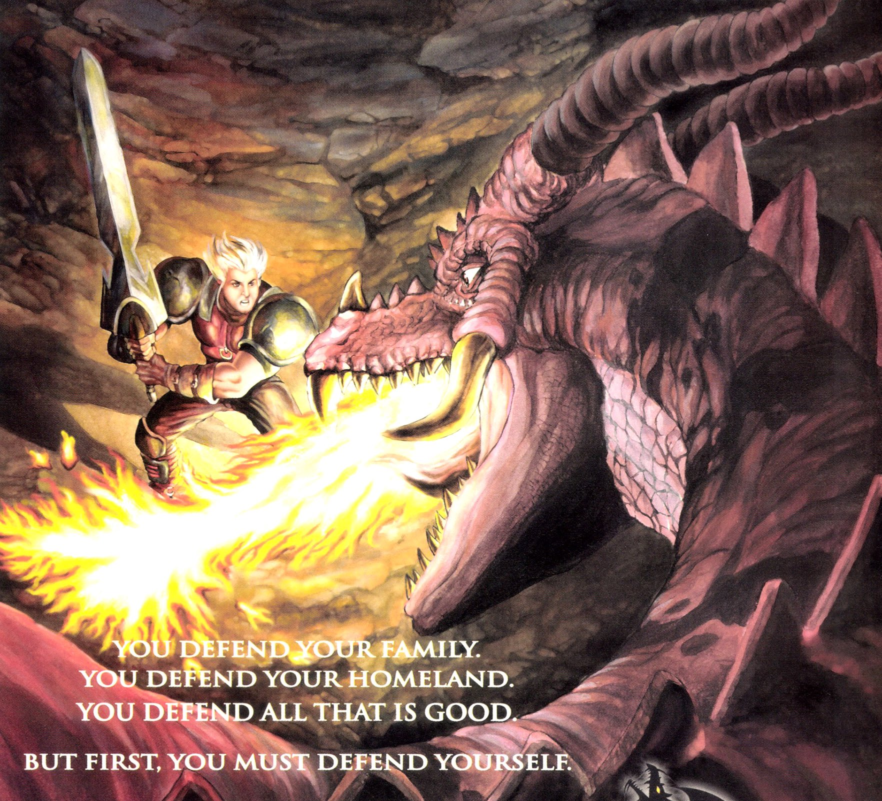




Equal Impact

Character designer Tetsuya Nomura discusses his new creations: "As I've looked at other fighting games, the hero characters appear quite intelligent, but the non-hero characters aren't as carefully designed—I couldn't find any non-hero characters that I'd want to emulate. Therefore, what I tried to do with this project is that regardless of the hero/non-hero distinction, each character appearing in the game should have an impact on the player."

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Animated Violence

PlayStation

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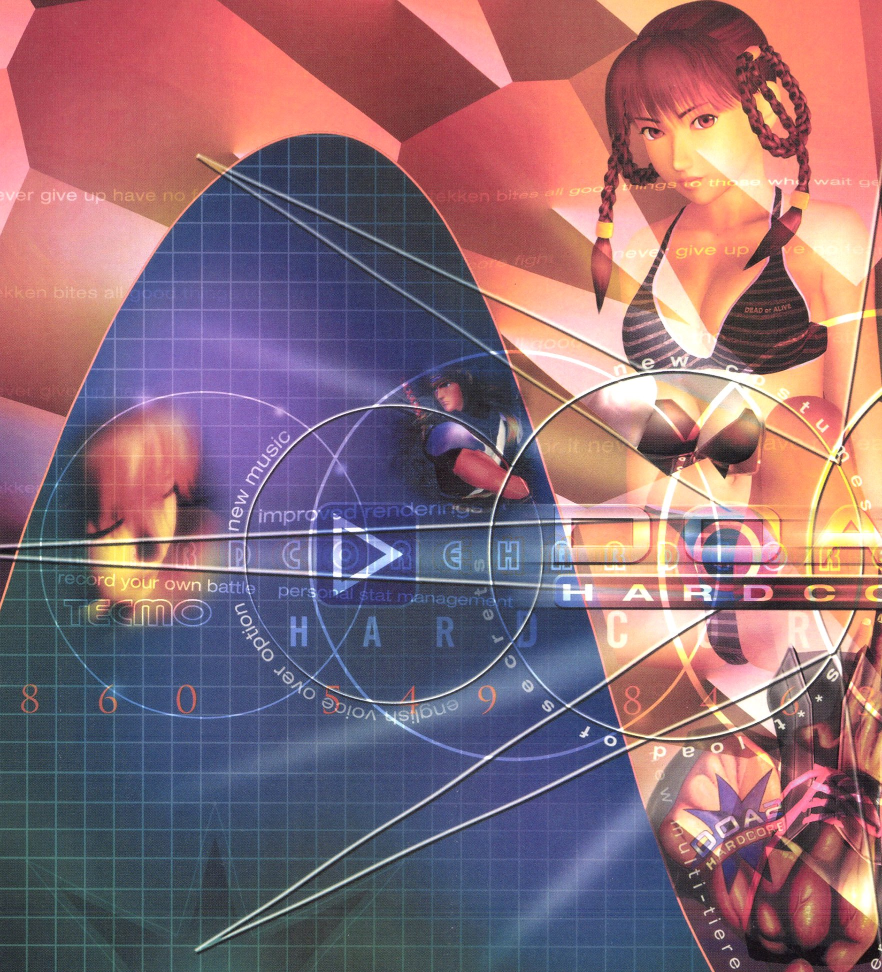
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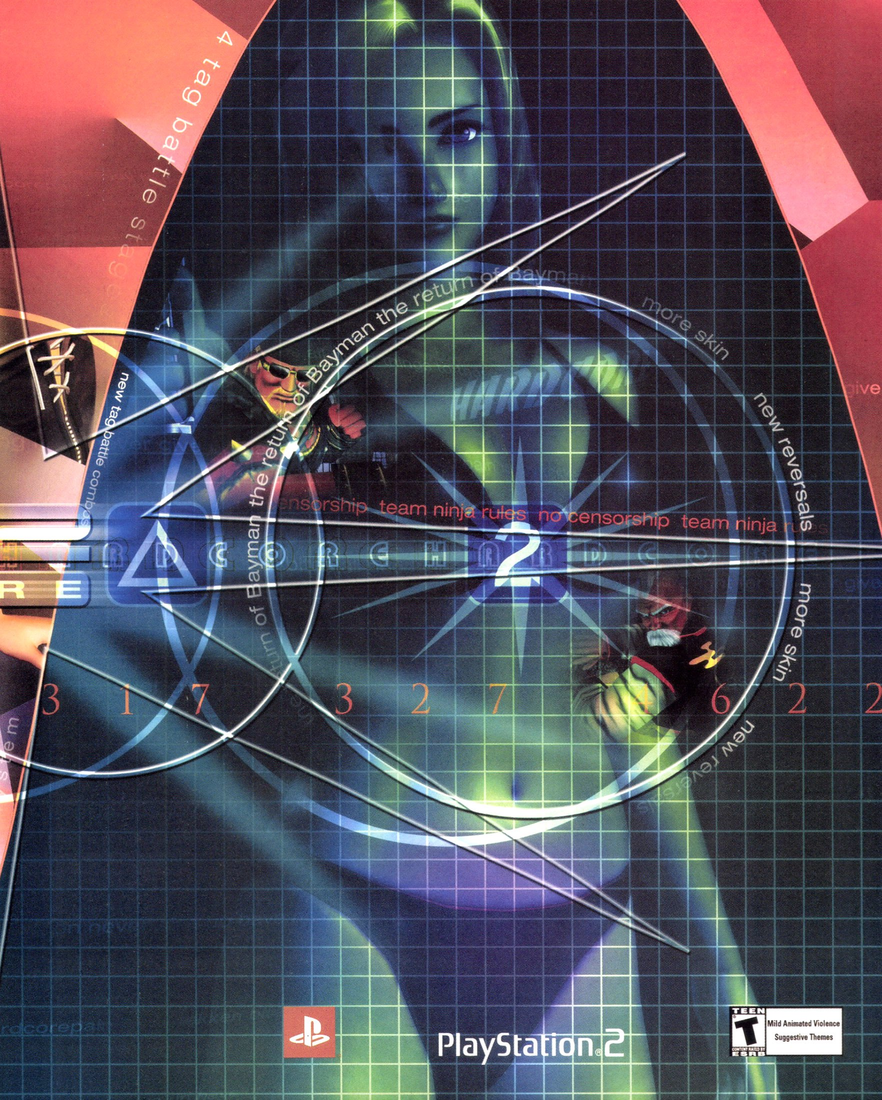
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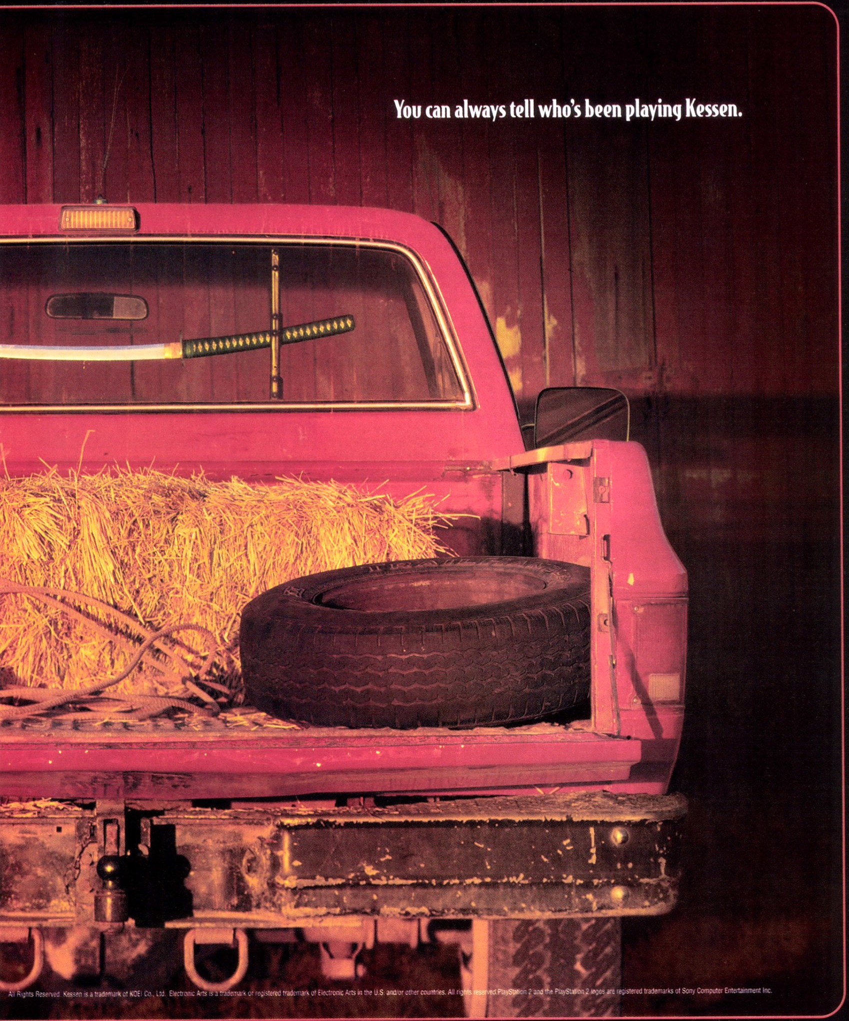
You can always tell who's been playing Kessen.

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Coming Soon

November

007 Racing	EA Games	Shooter
Arthur: Ready to Race	Mattel	Racing
Batman Beyond: Return of the Joker	Ubi Soft	Action
Breath of Fire IV	Capcom	RPG
Bugs Bunny & Taz: Time Busters	Infogrames	Action
Casper: Friends Around the World	Sound Source	Edutain.
Championship Motocross 2001	THQ	Racing
Championship Surfer	Mattel	X-Sports
Chicken Run	Eidos	Adventure
Crash Bash	Sony CEA	Action
Disney's The Emperor's New Groove	Sony CEA	Action
Disney's The Lion King: Simba Mighty	Activision	Action
Driver 2	Infogrames	Action
The Dukes of Hazzard 2	Southpeak	Racing
Evil Dead: Hail to the King	THQ	Adventure
Final Fantasy IX	Square EA	RPG
Goofy's Fun House	Mattel	Action
Hot Wheels Extreme XTR Racing	Mattel	Racing
In Cold Blood	Midway	Adventure
Looney Tunes Racing	Infogrames	Racing
Lunar 2: Eternal Blue	Working Designs	RPG
Mega Man X5	Capcom	Action
Moto Racer World Tour	Infogrames	Racing
The Mummy	Konami	Adventure
NASCAR Racers	Hasbro	Racing
NCAA Final Four 2001	Sony CEA	Sports
NCAA March Madness 2001	EA Sports	Sports
Persona 2	Atlus	RPG
Power Spike Pro Beach Volleyball	Infogrames	Sports
Rainbow Six: Rogue Spear	Ubi Soft	Adventure
Ready 2 Rumble: Round 2	Midway	Sports
Rock'Em Sock'Em Robots Arena	Mattel	Fighting
Rugrats in Paris	THQ	Action
Star Wars: Demolition	LucasArts	Action
Tomb Raider Chronicles	Eidos	Adventure
Woody Woodpecker Racing	Konami	Racing
WWF SmackDown! 2: Know Your Role	THQ	Wrestling

December

Blade Arts	Enix	Adventure
Deuce	Midway	Action
Disney's The Jungle Book Rhythm N'Groove	Ubi Soft	Dancing
Gold and Glory: The Road to El Dorado	Ubi Soft	Adventure
Martian Gothic	Take 2 Interactive	Adventure
Sabrina, The Teenage Witch	Berkeley	Action
Supercross 2001	EA Sports	Racing

Future Releases

Alone in the Dark: The New Nightmare	Infogrames	Adventure
Dance Dance Revolution	Konami	Dancing
Disney's Aladdin in Nasira's Revenge	Sony CEA	Action
Fear Effect: Retro Helix	Eidos	Adventure
Gotham Racer	Ubi Soft	Racing
NickToons Racing	Hasbro	Racing
Planet of the Apes	Fox Interactive	Adventure
Scooby-Doo!	THQ	Action
The Simpsons Wrestling	Fox Interactive	Wrestling
V.I.P.	Ubi Soft	Adventure
World's Scariest Police Chases	Fox Interactive	Racing

C-12

A 3D Contra for the PS one

Who says the PS one is dead? Even with the PS2 on shelves, there are still plenty of high-profile games in development for the original Sony platform next year, and one of the most promising that we've recently encountered is C-12 from **Sony's Cambridge Studios** (best known for developing the MediEvil series). C-12 has a look similar to that of Metal Gear Solid and Syphon Filter, but places a greater emphasis on raw shooting action. For fans of past games like Contra or Turrican, this could end up as the PlayStation shooter you've awaited for so long.

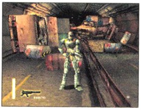
The background story runs a few parallels with the Contra series: Aliens have invaded Earth and you, as resistance fighter Lieutenant Vaughan, must put a stop to them and their evil force of cyborg humans. "You will play the principle hero, but this is not just one man against all the odds," says Andrew Kennedy of Sony Cambridge. "His most sterling support comes from the commander of the resistance and his estranged wife—an eminent but very attractive scientist! Additionally, pockets of civilians and soldiers will assist him on his rather grim ultimate goal."

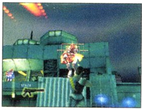
But despite the aid of others, most of the game's action falls on your shoulders. Luckily, you come equipped with some heavy firepower, ranging from shotguns to machine guns to rocket launchers. You know, the usual shooter arsenal. In addition to the artillery, your character also sports a futuristic light sword for close-range attacks.

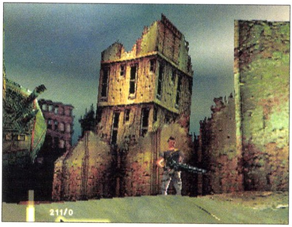
"Without giving too much away, objectives of the game vary greatly," says Kennedy. "Missions can require you to escort resistance soldiers to safety, eliminate alien forces, raid alien facilities, etc. We have aimed to keep the MediEvil balance of combat and puzzle-resolution, but greatly change the pace and setting."

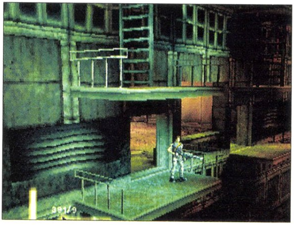
Behind all of the game's action lies a steady beat of techno music meant to accentuate the intensity. "The style is along the lines of raw electronica, with lots of free-form soundscapes to fit the game style," says Kennedy. "Adopting this approach, we can convey key in-game events in a far more emotive fashion, and it will allow us to enhance the ambience of the very different environments."

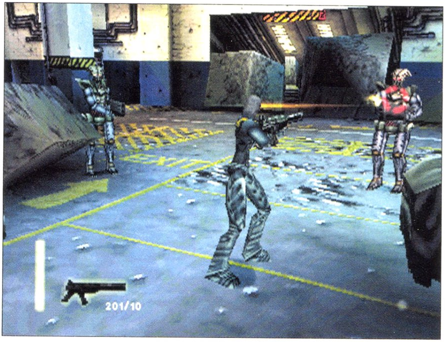
C-12 is on track for a release **early next year**. What we've played of C-12 so far has definitely excited us.





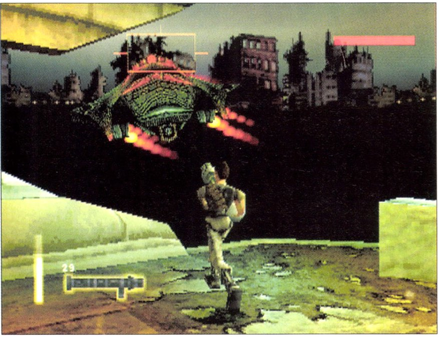


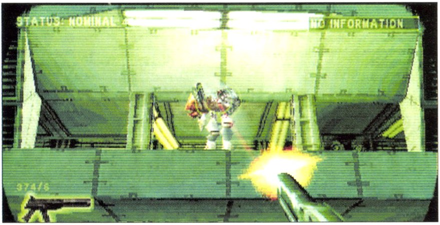


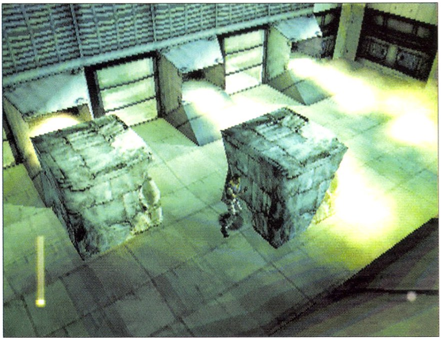


In-Game Action

Unlike many PlayStation games released today, C-12 will deliver all of its story sequences by use of the in-game engine. "We really wanted to make a fully interactive action game and keep the action rolling constantly," says Andrew Kennedy. "Running all narrative devices through the game engine allows us absolute consistency of presentation throughout the game. We don't want the [average player] to think, 'So that's what the hero should really look like,' or, 'Heck, these guys have just made a terrible movie!'" With the powerful graphical engine behind C-12, this seems like a logical move. Kennedy also states that the game's visuals came about by "building on the MediEvil technologies and utilizing new texturing techniques."

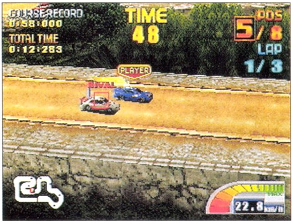






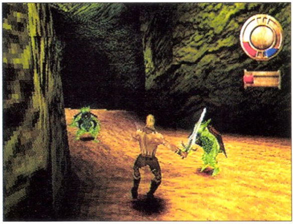
RC de GO

Remember all the fun you had with RC Pro-Am on your NES back in the day? Thanks to **Acclaim** and developer **Taito**, you finally have the chance to enjoy the same type of game on your PS one. RC de GO plays nothing like other radio-controlled racing games, such as RC Revenge and Re-Volt, instead focusing on pure, old-school gameplay. As you prove your superiority across 14 tracks, use the points you've earned to soup up your car and become unstoppable. Get GOing **now**.



Warriors of Might and Magic

3DO's newest Might and Magic game continues the action/adventure take on the franchise established with the mediocre Crusaders of Might and Magic earlier this year. As a medieval man named Alleron who has falsely been accused of necromancy, use the brute force of your blade as well as magic powers learned throughout the game en route to proving your innocence. But that's not all—seems that it's up to you to stop the plot of an evil god as well. Be a hero **this month**.



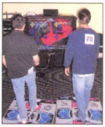
Freestyle Motocross: McGrath vs. Pastrana

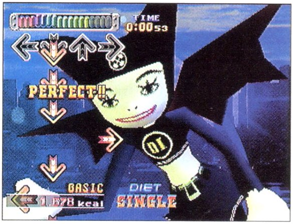
Sure, **Acclaim** might have given us the less-than-impressive Supercross 2000 mere months ago, but that's not stopping them from releasing a similar title **this month**. This time the focus shifts from merely finishing first, though, as performing killer stunts also proves vital. In all, the game includes over 30 tricks, like the Indian Air, Can Can and more, and five courses, such as Loch Ness and Yosemite.

DOUBLE CAN CAN

Dance Dance Revolution

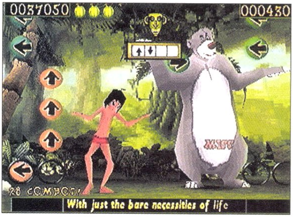
Since last year, the simple concept and innovative gameplay of Dance Dance Revolution from **Konami** have enthralled arcade-goers around the country. Finally, this **January**, they'll get the chance to replicate the experience at home without having to import a copy from Japan. For those unfamiliar with the music/dancing genre, your objective is simple: Push down on the designated direction at the indicated time to score as many points as possible. Sure, a controller does the trick, but the true enjoyment comes from use of a special dance pad (similar to the old NES Power Pad) that, as of press time, may or may not be packaged with the game. DDR also includes over 30 shakeable tunes, and two players can strut their stuff against each other using two separate pads. You can even play a workout mode that tracks the calories you burn!





Disney's The Jungle Book Rhythm n'Groove

Mowgli and the cast of *The Jungle Book* shake it up this **December** for **Ubi Soft**'s dancing game based on the classic Disney film. Just like Dance Dance Revolution above, it's all about properly timed direction pressing—even with a dance pad—as you dance along to the likes of "The Bare Necessities" and "Be Like You." The game's Adventure mode features some beautiful 3D cinematics based on movie scenes.



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8 COMBOS!
Looks like you've got thumbs just

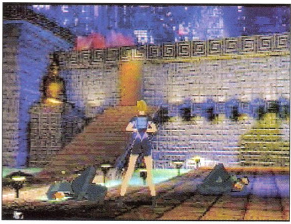
Fear Effect: Retro Helix

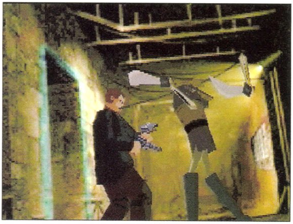
Girls in compromising situations

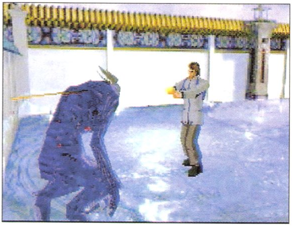
Spanning four discs, **Eidos**' Fear Effect: Retro Helix looks set to swallow up a few days of your life this **spring**. The game features an astounding two hours of cinematics, using both full-motion video and the in-game engine to tell this prequel tale involving all three characters from the last game, also adding Hana's "friend" Rain to the mix (the two are rumored to have a very "close" relationship, if you take our meaning). One huge improvement over the original game is that when you die (and you *will* die), the game restarts at the last checkpoint instantly—no more gargantuan load times as before. Each character also has multiple costumes, each offering different moves for whomever should wear it.

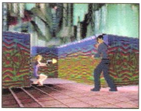
Kronos, the title's developer, has even tweaked the puzzles to make them less contrived and more "natural." One situation, for instance, has you in search of a keycard to gain passage through a certain door. You'll have to sneak your way into the men's room, past multiple stalls, to liberate it from the guy throwing up in the sink. Gross but effective.

With a complex story delving deep into Chinese history and mythology, Fear Effect: Retro Helix looks set to weave a fascinating chronology of its own.









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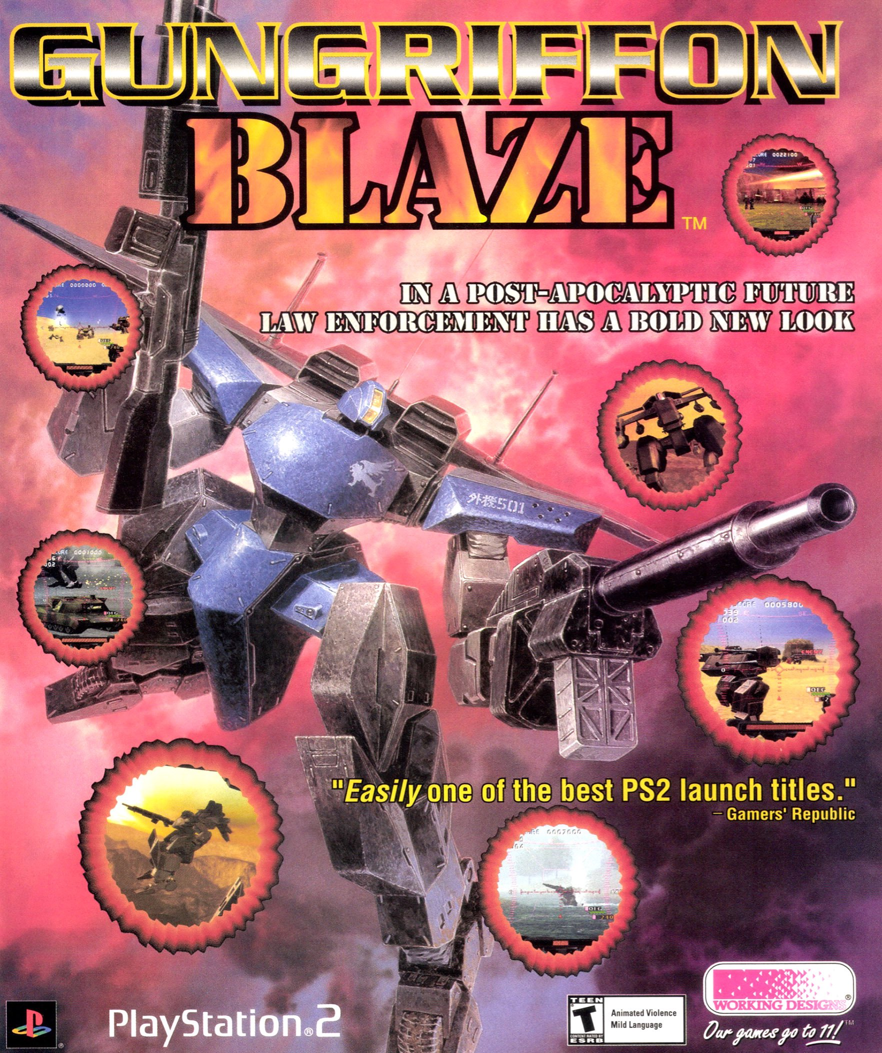

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LAW ENFORCEMENT HAS A BOLD NEW LOOK

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– Gamers' Republic

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Animated Violence
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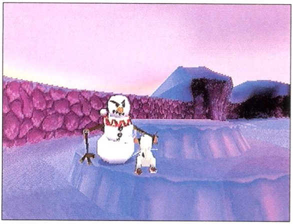
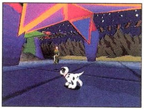
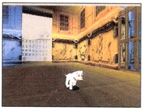
Disney's 102 Dalmations: Puppies to the Rescue

If you've been under the suspicion lately that **Eidos** has gone to the dogs, your proof arrives **this month**. Based on the upcoming sequel to the live-action version of *101 Dalmations*, this **Crystal Dynamics**-developed 3D platformer features Domino and Oddball (the spotless 102nd dalmation) in their latest struggle against Cruella DeVil. Each pup can attack with a mighty bark or a powerful roll maneuver.

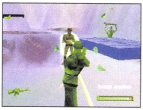






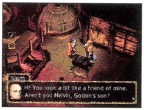
Army Men: Sarge's Heroes 2

It's hard to keep a good soldier down...especially if he's made of plastic. **3DO**'s signature franchise returns to the PS one yet again, this time with an even wider and more diverse cast of characters. Players will be able to take on the personae of more characters than just Sarge: You can now control the green-haired vixen Vikki in certain missions, for example. And the game also includes more real-life settings, like 'fridges and pool tables. Watch for it **this month**.



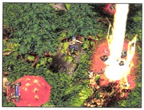
TechnoMage

If you're hunting for a fantasy action/adventure, **Sunflower**'s TechnoMage will proudly fit the bill. As of now, only a European release is planned, but if it does come stateside, you'll get the chance to play as Melvin, the TechnoMage himself, on a journey through his homeworld of Gothos. Evil forces pop up like toasted bread over eight different strange, surreal worlds. There are eight accompanying bosses whose design and behavior corresponds to the wildly visual fantasy areas you find them in.



Smith

Hi! You look a bit like a friend of mine. Aren't you Melvin, Godon's son?

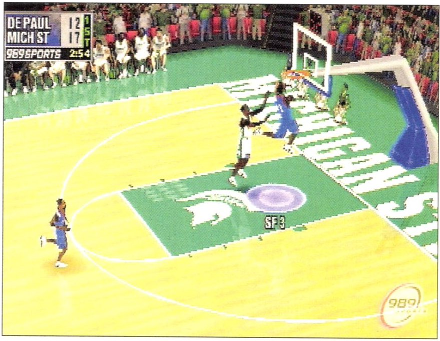


NCAA Final Four 2001

Where the sixth man makes all the difference

College hoops is all about school spirit, momentum shifts, and witnessing a Big East powerhouse like UConn bring a club like Sam Houston State to its knees. Of course, it's also about fight songs, bubble watching, and crossing your fingers at the end of every season, hoping that your super sophs and fabulous freshmen stay put. **989 Sports**' latest Final Four unites all of the above to the court with over 300 Division 1 teams (ranging from Kansas to Marist—wherever that is), a sweet Season mode where you'll hear the crowd rebel-rouse when you're on a 10-point run, and some of the smoothest basketball action on the PS one. You'll hear over 40 fight songs and crowd chants for ambience, and the marble-mouthed Quinn Buckner returns with his dud commentary. There are plenty of new mo-cap moves (including 20 new dunks) courtesy of now NBAers Paul Pierce, Jason Kidd and Jerry Stackhouse.

As far as the gameplay, it's silk. The players are scaled to their true-life counterparts, and with a few camera angle tweaks and weighing down the trampoline-like jumping, this one should turn out nicely. The wacky, awkward free-throw meter also needs a facelift, but otherwise Final Four shows plenty of early promise. The Bubble Watch ensues **this month**.



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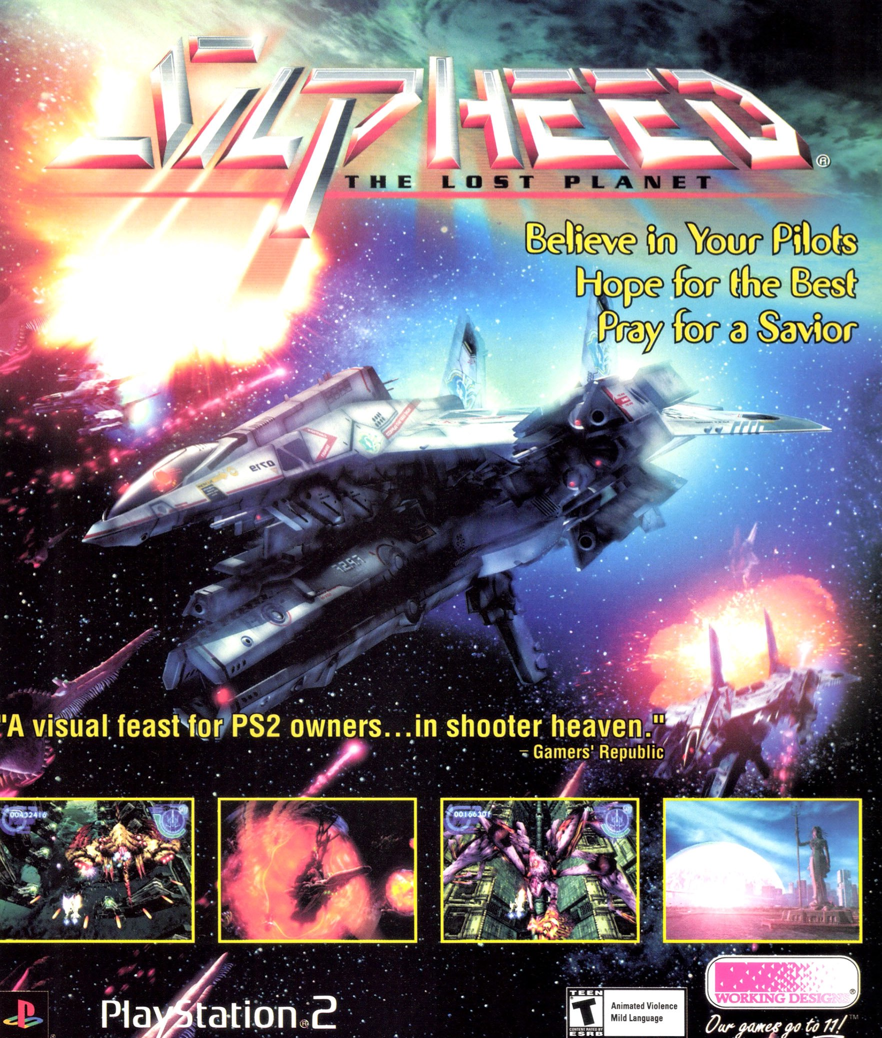
989

The Mighty Quinn

When it comes to announcers, 989 is feeding us the dorm cafeteria leftovers. While icon Dick Vitale chats up EA Sports' college basketball game, the master of disaster, Quinn Buckner, is featured in Final Four. We're not trying to be mean, but The Mighty Quinn is the pro equivalent of commentating jackass Bill Walton. Maybe if he had a decent sidekick to derail him every once in a grand while, he wouldn't be so difficult to listen to.



Believe in Your Pilots
Hope for the Best
Pray for a Savior

"A visual feast for PS2 owners...in shooter heaven."
– Gamers' Republic

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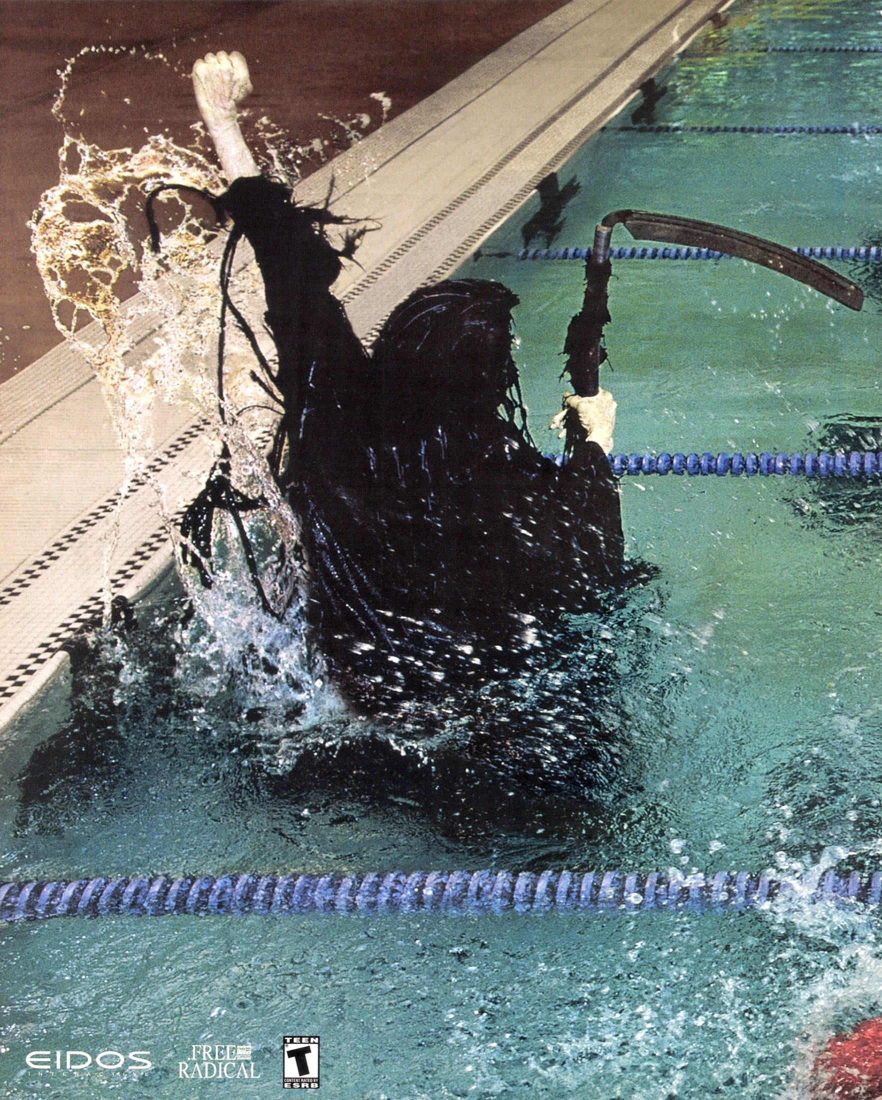
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THE MAKING OF AN ICON

Crash Bandicoot was one of the early PlayStation success stories. Having sold millions of games over the past five years, he's been massaged to fit in a variety of different genres. Along the way he's been treated as a mascot, comic relief and spokesperson for the PlayStation without ever becoming the sole reason people buy the system in the way that Sonic or Mario have. Crash Bash could very well be the last Crash game we'll see on the PS one. Shame, huh? It's also the first game that hasn't been directly controlled by original developer Naughty Dog, and it's quite possibly the first step in a completely different style and philosophy for the series.

We've reviewed the game on page 166, so take a peek there if you like, and then come back here in a sec to read the rest of this feature. Go on, off you go. We'll wait... Back yet? No?

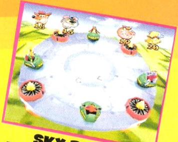
What's most interesting about Crash Bash, aside from the fact that it offers a major gameplay departure for the series, is that it's the center of some unusual political changes. The franchise is now controlled by Universal, who has always had a hand in his production, but who had previously defaulted to Sony and Naughty Dog for direction. This is all different now. Pop into a Universal Studios theme park and you'll see a guy in a Crash suit waving at the crowds. Crash is on the end of a new leash now. We spoke with Jason Rubin at Naughty Dog about the parent swap of his baby. "Crash has had many parents," he begins. "Both by birth and adoption Sony Computer Entertainment certainly cared well for Crash during the five games that it published. We think we did a good job from birth to four titles. Let's just say I don't think the outcome of this custody battle is necessarily what is best for the child. To be honest, Crash is very much like a child leaving for college. We are sorry to see him go, and we wish him well in whatever he does. But, then again, with the kid finally out of our hair, we have our freedom back!" Freedom to do what, though? It's no secret that Naughty Dog is working on an entirely new franchise series for Sony, but no matter how hard we pushed, Rubin wouldn't tell us. What he would say was that "developing for the PlayStation 2 is certainly a bigger challenge than other systems have been before. But the rewards are that much greater. Every week we learn something new, and the learning experience will continue for the next generation. Some have said that the difficulty of developing for the system will be a detriment. I don't believe that to be true. The best teams make the best games on whatever system has the best chance of delivering the installed base. Right now, the PlayStation 2 seems to have the best chance to deliver that audience. That is why we are working exclusively on it."

cont. on page 144

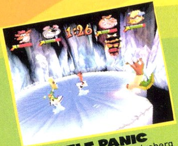
Story by John Davison • Illustration by Geoff McFetridge

THE MANY GAMES OF CRASH BASH

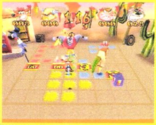
The Adventure game mode in Crash Bash is divided into a series of "hubs" from which you access each of the minigames. Just so you know what to expect, we worked our way through the game to check out each and every one of them, including the "secret" levels you get access to once you've beaten the final boss.



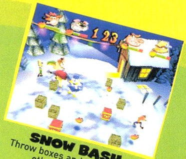
SKY BALLS
Four-player Pong while floating in the air.



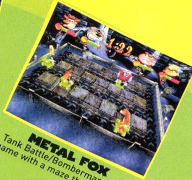
MELT PANIC
Barge each other off the iceberg as the edges melt away.



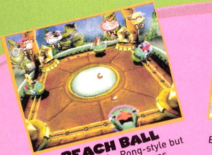
EL POGO LOCO
Pogo sticks. Squares. Colors. You get the idea.



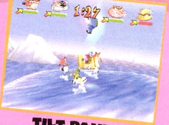
SNOW BASH
Throw boxes and TNT at each other in the snow.



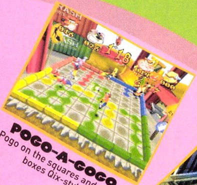
METAL FOX
Tank Battle/Bomberman-style game with a maze that morphs.



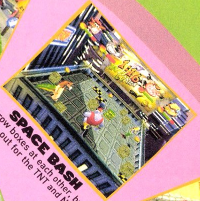
BEACH BALL
Bounce the balls, Pong-style but now with added features.



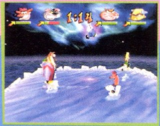
TILT PANIC
Barge your opponents off the iceberg while balancing as it tilts.



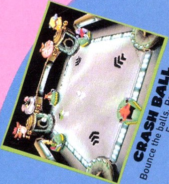
POGO-A-GOGO
Pogo on the squares and paint boxes Qix-style.



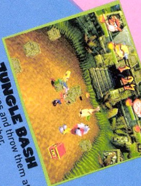
SPACE BASH
Throw boxes at each other, but watch out for the TNT and Nitro.



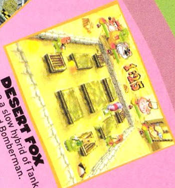
POLAR PANIC
Barge your opponents off the iceberg with your polar bear.



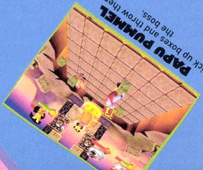
CRASH BALL
Bounce the balls, Pong-style. Easy.



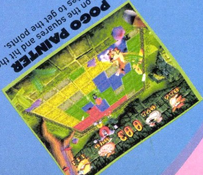
JUNGLE BASH
Pick up boxes and throw them at each other.



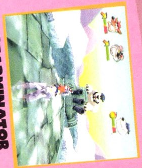
DESERT FOX
Imagine a slow hybrid of Tank Battle and Bomberman.



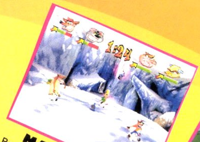
PAPU PUMMEL
Pick up boxes and throw them at the boss.



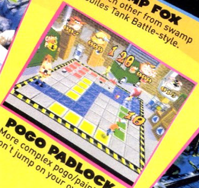
POGO PAINTER
Pogo on the squares and hit the crates to get the points.



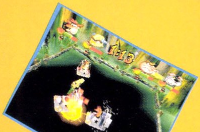
BEARMINATOR
The boss for the second hub has some pretty big guns.



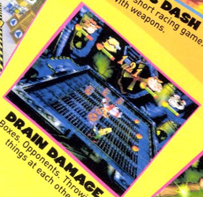
MANIC PANIC
Barge each other off...oh, you get the idea.



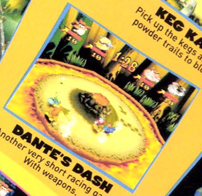
POGO PADLOCK
More complex pogo/painting. Don't jump on your own color.



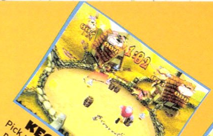
SWAMP FOX
Shoot each other from swamp mobiles Tank Battle-style.



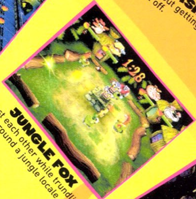
DRAIN DAMAGE
Boxes. Opponents. Throwing things at each other.



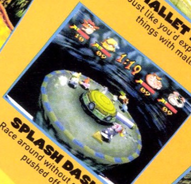
DANTE'S DASH
Another very short racing game. With weapons.



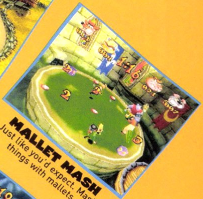
KEG KABOOM
Pick up the kegs and leave gun-powder trails to blow stuff up.



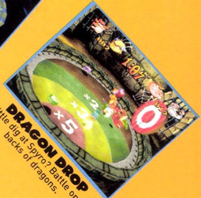
JUNGLE FOX
Blast each other while trundling around a jungle locale.



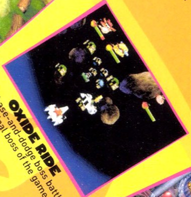
SPLASH DASH
Race around without getting pushed off.



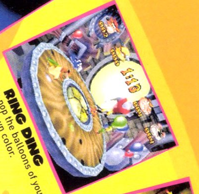
MALLET MASH
Just like you'd expect. Mash things with mallets.



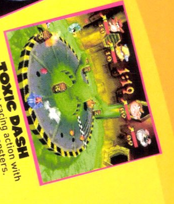
DRAGON DROP
A little dig at Spyro? Battle on the backs of dragons.



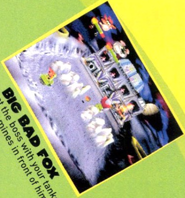
OXIDE RIDE
3D chase-and-dodge boss battle. The final boss of the game.



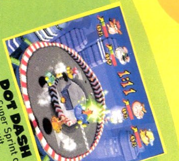
RING DING
Jump to pop the balloons of your own color.



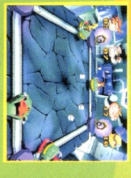
TOXIC DASH
Super Sprint racing action with icky green slime monsters.



BIG BAD FOX
Blast at the boss with your tanks and drop mines in front of him.



DOT DASH
It's like Super Sprint on a tiny circuit.



N. BALLISM
Another four-player Pong thing, but with magnets and forcefields.

KONAMI ®

HE CAN SPEW SWARMS OF
FROM YOUR BONES. YOU, HOWEVER,

Think you're having a bad day? Try waking up from a 3000 year nap to find meddling humans pillaging your crypt. Resurrecting the hit movie, The Mummy brings the horror of death back to life. And as the hero, it's your duty to fight any scarabs, spirits and undead you meet while exploring the uncharted tombs of the pyramid. Sure, you'll be loaded with weapons and special moves. But beware. After sleeping that long, it just might be his morning breath that kills you.

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CONTENT RATED BY
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Animated Violence
Animated Blood

Dreamcast.

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PlayStation

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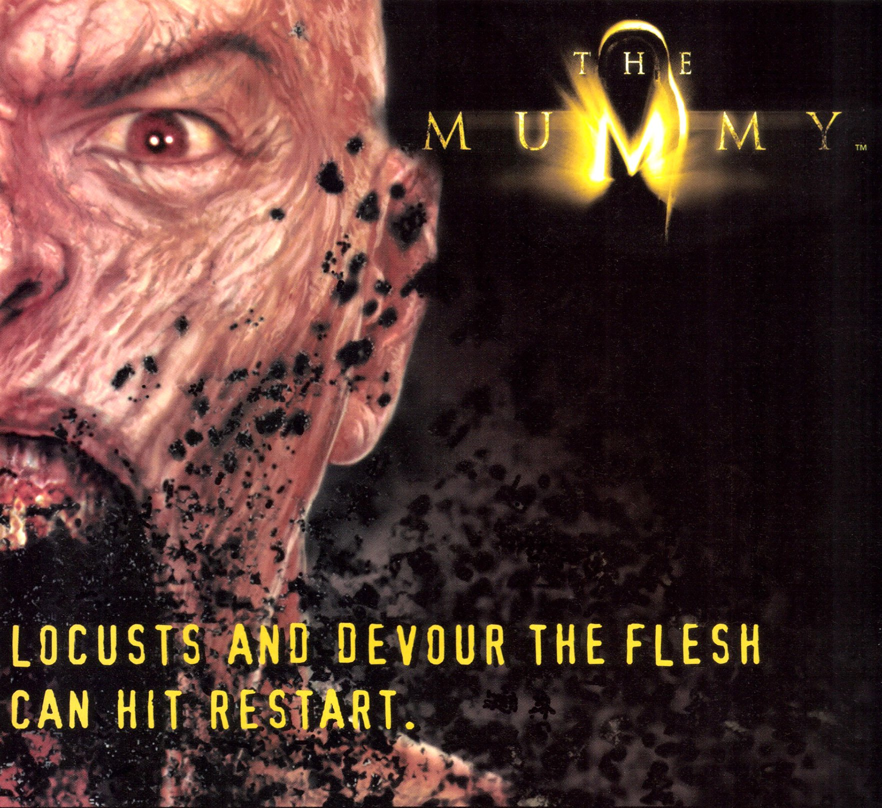
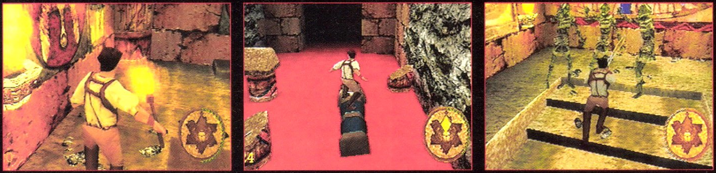

THE MUMMY™
LOCUSTS AND DEVOUR THE FLESH
CAN HIT RESTART.



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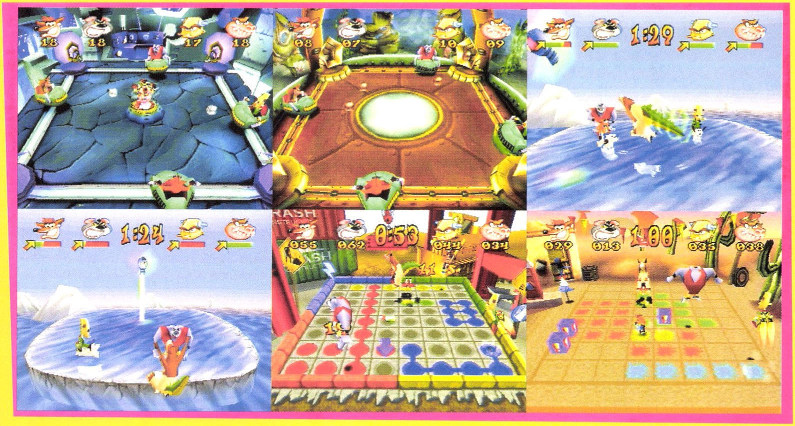

"I don't want to talk about our next character yet," he explains, almost apologetically, "but I can answer your questions about working on a new franchise in general terms. The PlayStation was restricted by many factors. We had a limited number of polygons, and we had limited resolution (100,000 polygons/second at a resolution of 512 x 240 pixels). We also had very limited processor power to deal with, and a limited palette. The PlayStation 2, on the other hand, has a high enough resolution to polygon count ratio (10,000,000 polygons/second at a resolution of 640 x 480 pixels) that we don't feel restricted by the hardware. The PlayStation 2 has three times the resolution, but 100 times the polygon power. We also have ample processor muscle and a full-color palette. It is possible, therefore, to follow our creative urges without worrying about whether or not the hardware can handle it. We are now pure designers and not restricted by the technology of the day." And with that, our conversation about the new Naughty Dog game was pretty much over. Still, after the turbulent developer feelings toward the system in recent months, it's great to see that teams are shaking off the shackles of technology in order to simply realize a vision.

> "WE ARE NOW PURE DESIGNERS AND NOT RESTRICTED BY THE TECHNOLOGY OF THE DAY." **JASON RUBIN**

Back to the immediate future, though—you may have read recently that the new Universal deal means that Crash and stablemate Spyro will no longer be PlayStation-exclusive characters. Universal has signed a deal with partner Konami to produce future games for PlayStation 2 as well as for Xbox, and possibly GameCube or Dreamcast. Is this the end of an era? It may well be, but there can be no denying that Crash's history exemplifies that a true pop-culture icon can be designed and manipulated to the point that he is accepted in the mainstream very quickly. Crash will forever sit alongside Mario, Sonic and even Mickey Mouse and Pikachu as a major franchise character. Was he designed to be a mascot, though? Many people think he was manufactured in the same fashion as every other year's latest boy-band. Rubin explains how it all began: "Although we set out to create the 'mascot' for the PlayStation, we never really thought we had a

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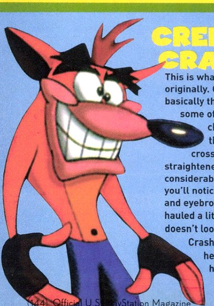


CREEPY CRASH

This is what our hero looked like originally. Creepy, isn't he? He's basically the same design, but some of his more bizarre characteristics, like those oh-so-attractive cross-eyes, have been straightened out. Crash is now considerably more "cool," and you'll notice that his mohawk and eyebrows have been overhauled a little, too. Still, he doesn't look as creepy as that Crash suit in the photo over here on the right, does he? Sheesh.

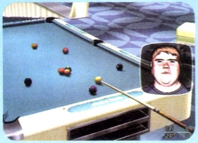
CRASH OVERSEAS SUCCESS

The Crash series of games has sold millions of units in the United States and is accepted as one of the most successful franchises of all time. What's even more surprising, though, is the way that he has become an international franchise character. He is the only Western-created character in a Western-created game to sell more than a million copies in Japan. He's also topped the charts in just about every country he's been released in throughout Europe.

PlayStation®2

Q-Ball

BILLIARDS MASTER



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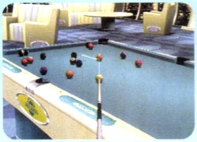

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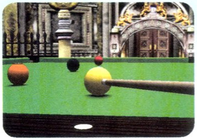
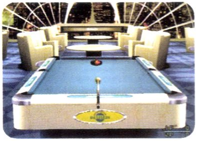
used by the pros!



The most beautiful pool
halls in the world!



9 modes of play, plus 3
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chance of achieving it. After all, when we started with Crash Bandicoot, we were a small team of eight people and one external producer, Mark Cerny. How were we to create such a thing? It wasn't until we reached Alpha [a stage of development where the game is basically pieced together and playable—Ed.] that we secured Sony as the publisher," he smiles. "From that point on, in their hands, things started rolling. Fortunately, we were able to keep up with the schedule—and maintain quality—throughout the four titles that Naughty Dog had created. Although Crash never became an official mascot, he certainly represented the system in many magazine articles and in the minds of a lot of gamers. We are very proud of that.

"Sony has officially stated that Crash is not the mascot of the PlayStation many times," Rubin continues. "The PlayStation is a gaming system for many types of gamers, and Sony didn't want Crash to represent what a gamer could expect to find in the library. If you were trying to alert a sports fanatic to the great sports titles available on the PlayStation, then having a fuzzy orange mascot doesn't exactly serve. Unlike Nintendo, Sony didn't want to restrict its target audience to children, so again, Crash didn't make sense as a mascot. I think that it was better for Naughty Dog—and better for Crash—that we didn't have mascot pressure."

The series has survived through many iterations and has become one of the biggest-selling franchises of all time in America. Why does he work? Most people don't even know what a bandicoot is. "I think that Crash's success can be attributed to two factors," Rubin explains. "First, the character is compelling. Although you may not have realized it, Crash was the first character to show emotion in each and every frame of animation. This emotion led to an attachment with Crash, which many gamers took from Crash game to Crash game through the entire series. Second, we did create some good games judging both by magazine reviews and by consumer feedback. If Crash 2 had failed to deliver both the Crash character and the Crash quality, then we would never have sold as many copies as we did, and certainly, most of the audience wouldn't have come back for Crash: WARPED."

Since WARPED was released, Crash has not really returned to his original and most successful gameplay formula. Last year, we saw the kart-racing fun of CTR (which scored a deserved five out of five in *OPM*) and now the "party fun" of Crash Bash. External producer on the project, Mark Cerny, who has been with the franchise since day one, explains: "It is a radical departure from traditional Crash gameplay," he begins. "We wanted to really capture and build upon the aspects of multiplayer gaming while still maintaining the flavor and visual fun of the Crash universe," he says, with a somewhat corporate tone. "To that end, the game is centered around seven broad categories of multiplayer action games, which range from jousting on the backs of polar bears to bouncing around on pogo sticks capturing territory." Ah, polar bears and pogo sticks. That's more like it.

"Players can choose to play in a multiplayer Battle mode or in a one- or two-player Adventure mode," he explains. "The Adventure mode takes the player or players through 22 arenas and four Boss arenas on their way to prove whether Good or Evil is stronger. The Battle mode is an all-out slugfest where players choose an arena and then match skills and smack-talk as they try

cont. on page 148

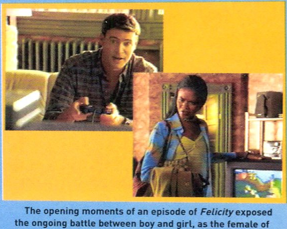
> **"LET'S JUST SAY I DON'T THINK THE OUTCOME OF THIS CUSTODY BATTLE IS NECESSARILY WHAT IS BEST FOR THE CHILD."**
>
> **JASON RUBIN**

"THE ANIMATION HAS NEVER BEEN BIGGER!"

Since becoming the pop culture sensation that he is, Crash has appeared in all kinds of places hawking both his own wares and those of others. We tracked down some of his more stellar moments.

The Pizza Hut commercials. There were a few of these, and each tied in with the fact that Sony had hooked up with the pie-chain to give away free demo CDs. The "wacky" megaphone rantings of Crash became something of a pop-culture phenomenon.

This was so embarrassing it made us cringe. Donnie introduced him as "Crash Brandicoot" and then went on to wax lyrical about the quality of the game. Apparently, the "animation has never been bigger." Whatever that means. If that wasn't enough, they made Crash dance, too. Eugh.

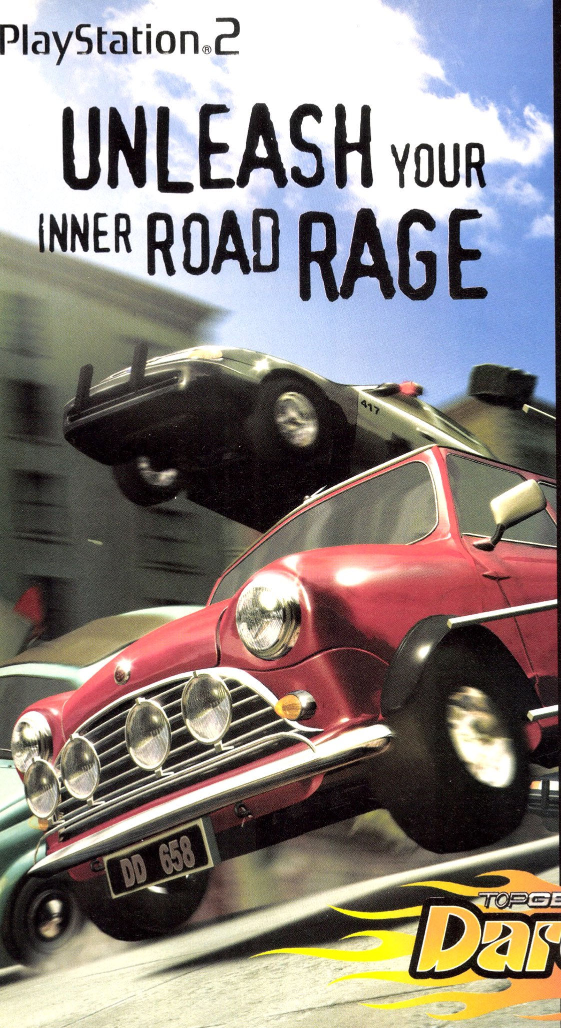


The opening moments of an episode of *Felicity* exposed the ongoing battle between boy and girl, as the female of the species dismissed the playing of video games as being childish. Having the male need to explain the intricacies of the gameplay didn't really help matters.

DRESS ME UP BANDICOOT

A quick reminder of Crash as he's appeared each year. Nice flippers there.

PlayStation®2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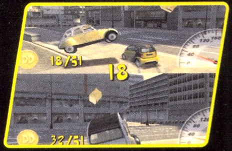
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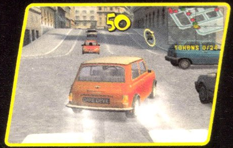
PLAY HEAD-TO-HEAD AGAINST YOUR FRIENDS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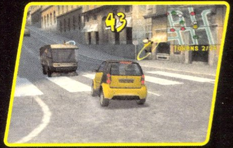
TOKENS 0/24

LOCATE HIDDEN BONUS KEYS TO UNLOCK MORE RACING MADNESS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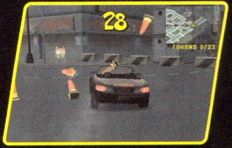
TOKENS 2/2

OVER 30 PULSE-POUNDING LEVELS ACROSS FOUR INTERNATIONAL CITIES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TOKENS 0/23

DRIVE ON ROOFTOPS, THROUGH STORES, ACROSS PLAZAS NOTHING IS OUT OF BOUNDS

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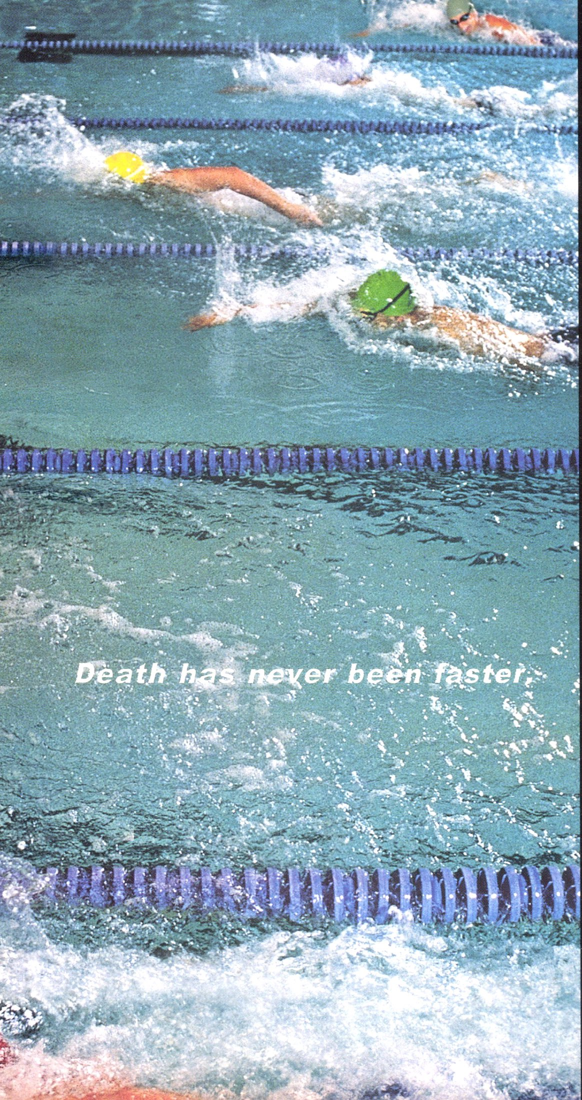
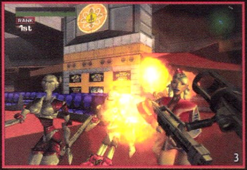

Death has never been faster.

PlayStation®2



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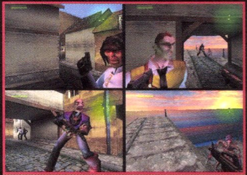

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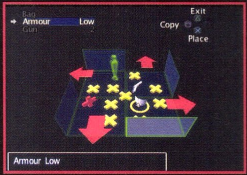

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to claim the trophy. In the Adventure mode, we have preserved the traditional Crash structure of Warp Rooms; advanced challenges that are rewarded with Gems, Crystals and Relics; and a secret Warp Room with six extra arenas in it. As a general rule, all of these games are four-player games, so computer AI characters fill in if there aren't four human players." (See diagram on page 140 to see all the games.)

As a simple, bright and colorful party game, it could be argued that Crash is becoming more and more of a kid's franchise character than ever before. While this isn't necessarily a bad thing, in the past he's enjoyed a very broad appeal. Many are arguing that the PS one will become a "kid PlayStation." Has Crash Bash aimed lower this time? "Not at all," Cerny says defensively. "Crash as a series has been very broad in its age appeal, and in the particular case of Crash Bash we've managed to broaden the appeal a bit further, due to the multiplayer aspects. I'm sure that quite a lot of high school and college players who purchased Multitaps for sports games will love the Battle Mode gameplay. There are no age limits to head-to-head fun!" Hmm. No. As long as it is actually fun. Just because something is multiplayer doesn't automatically make it an enjoyable experience for everyone.

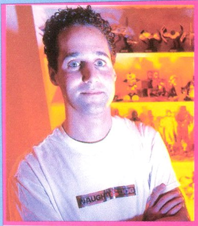
Now that Rubin and Naughty Dog have "sent the kid off to college," are they going to continue aiming at this kid-friendly kind of thing? Has five years with brightly colored characters made them crave more adult themes? "Naughty Dog has not done a violent game since we created Crash," Rubin explains. "In a previous life, Andy [Gavin] and I developed Way of the Warrior, which was quite violent. Looking back, I don't think that we were tackling any adult issues. Sure, there were buckets of blood, and a good deal of death and dismemberment, but we didn't really have a point. *Schindler's List* had a lot of violence as well, and that movie did have a point, and it did have lessons to teach. *Schindler's List* used violence for the general good; we were just kids trying to be gross," he laughs. "The point is, I don't think that violence in media is always bad, but I don't think it is always good either. Do I think games should tackle adult issues the way movies do? Sure, if the developer has something to say. Do games need to have adult themes for the industry to be lifted to a point where they are not dismissed? No, I don't think they do. They just have to be better and attract a larger number of people, whether they are violent or not. Thrill Kill would more likely have destroyed the industry than 'lifted' it. Furthermore, we need to stop marketing and selling violent games to kids. Everyone reacted in shock when Wal-Mart and Kmart instituted policies to card kids at the register if they were buying violent media. If the companies that claimed that the violent games they were selling were only marketed and sold to adults weren't lying, then there wouldn't have been any reason to panic. But the truth is, these companies have made a good deal of money by selling questionable product to kids who are not mature enough to parse what they're watching."

Hopefully, we'll be able to bring you news of the next Naughty Dog game over the next few months. In the meantime, Crash Bash should be in stores by the time you read this. Is this going to be the Bandicoot's final party? No. We understand that Konami's Crash efforts will be revealed at some point next year, and that a very talented team has been put in charge of development. The PS2 game will be different from the game seen on Xbox (currently dubbed Crash Bandicoot X), so who knows? Maybe Rubin and Cerny could be brought in on an advisory level on those games, too.

> "SCHINDLER'S LIST USED **VIOLENCE** FOR THE GENERAL GOOD, WE WERE JUST **KIDS TRYING TO BE GROSS.**"
>
> **JASON RUBIN**

TAWNA VS. COCO

So what happened to Crash's hot girlfriend after the first game? Where did she go? Was she too saucy? We never really found out why she was getting herself into so much trouble during the first game anyway, and before we had a chance to ask, she was gone. The buxom blonde was replaced by Crash's goodie-goodie sister Coco with her big cute eyes, conservative wardrobe and geeky demeanor. What happened? Inquiring minds want to know.



CRASH DADDY

BY JASON RUBIN

It's tinsel time again. The local malls are draped in holiday gunk, horrid jingles are everywhere, pigs have nightmares about honey glaze, and another Crash title is heading to stores! But Naughty Dog is not the developer. First we find out Santa is fake and now this! Though none of the Dogs have spent much time with Crash Bash, it looks like co-developers Eurocom and Cerny Games have done an admirable job. Your parents stuffed stockings in lieu of Saint Nick. Could it be that Crash can survive without Naughty Dog?

Now and then I am called "The Father of Crash Bandicoot," but this is not fair. Crash was created by a handful of Naughty Dogs and two Hollywood character designers, Charles Zembillas and Joe Pearson. Crash's growth and evolution have been driven by everyone who has worked on the products, including not only the Naughty Dogs, but also Mark Cerny, who has been working with us on the Crash products since the very beginning, and our producers from Sony, who have given us endless ideas and support, even stepping in to design a level from time to time. And of course, Sony's marketing and PR worldwide, the real secret behind Crash's success, if there is one. We had no idea that Crash would be huge. Naughty Dog set out to create the Mario of the PlayStation, and though that never officially happened, we succeeded well beyond our expectation. The series has sold over 20 million units worldwide, and last I checked, three of the top five-selling titles in the U.S. were Crash games. Crash Bandicoot: WARPED is the only foreign created and developed title to sell over 1 million units in Japan in the history of video games. It has been quite a ride! Crash Bash was the right thing for Crash to do. If I were Crash's agent, I would have said, "Buddy, this thing was made for you." Crash 3 was a stitch from being an action/puzzle game called Crash Bandicoot: Cortex's Mad Factory (no relation to Crash Bash). But we had a few more platform elements to explore. After Crash 3, we knew we wanted to do something multiplayer, but we were addicted to those darn kart games. Crash Team Racing fed the addiction. And then the PlayStation 2 came along, and Naughty Dog said a fond good-bye to Crash Bandicoot. We wanted to do something that would push the new hardware, and Crash was...well Crash was just soooo PS one.

> COULD THIS BE THE BEGINNING OF CRASH'S "FAT ELVIS" PERIOD?

But the PlayStation still has life in it. Gamers wanted another Crash game, Sony wanted another Crash game, Mark Cerny wanted another Crash game, and Naughty Dog donated its entire art library toward another Crash game. Eurocom stepped up to the plate, Crash Bash was created, and from the looks of it, we all have a home run on the PlayStation for the holiday season.

So *now* what? Who knows? We now find out about Crash the same way gamers do: through press releases. And from what we have been reading, future Crash titles are going to be produced by Universal Interactive Studios, creators of Xena and Running Wild, and they will be coming to the Xbox and PS2 without Naughty Dog, without Mark Cerny, and without Sony. Could this be the beginning of Crash's "Fat Elvis" period? Only time will tell.

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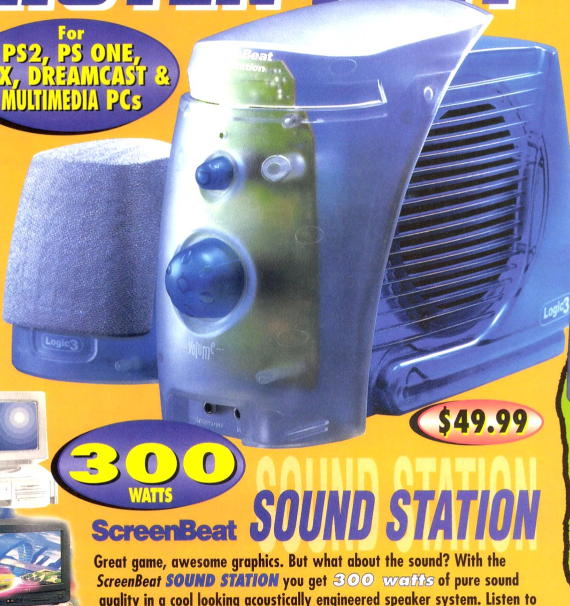

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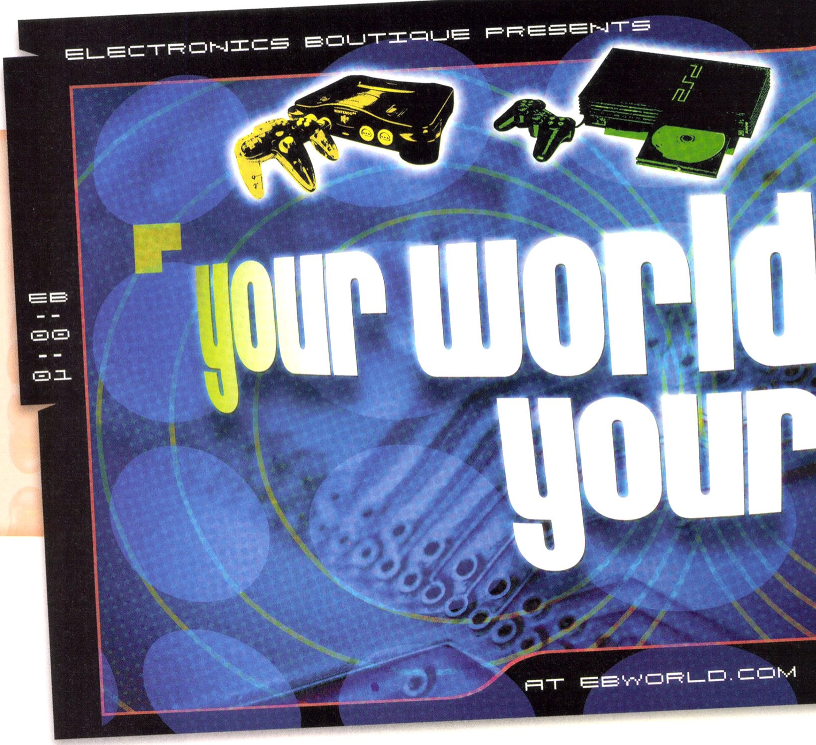
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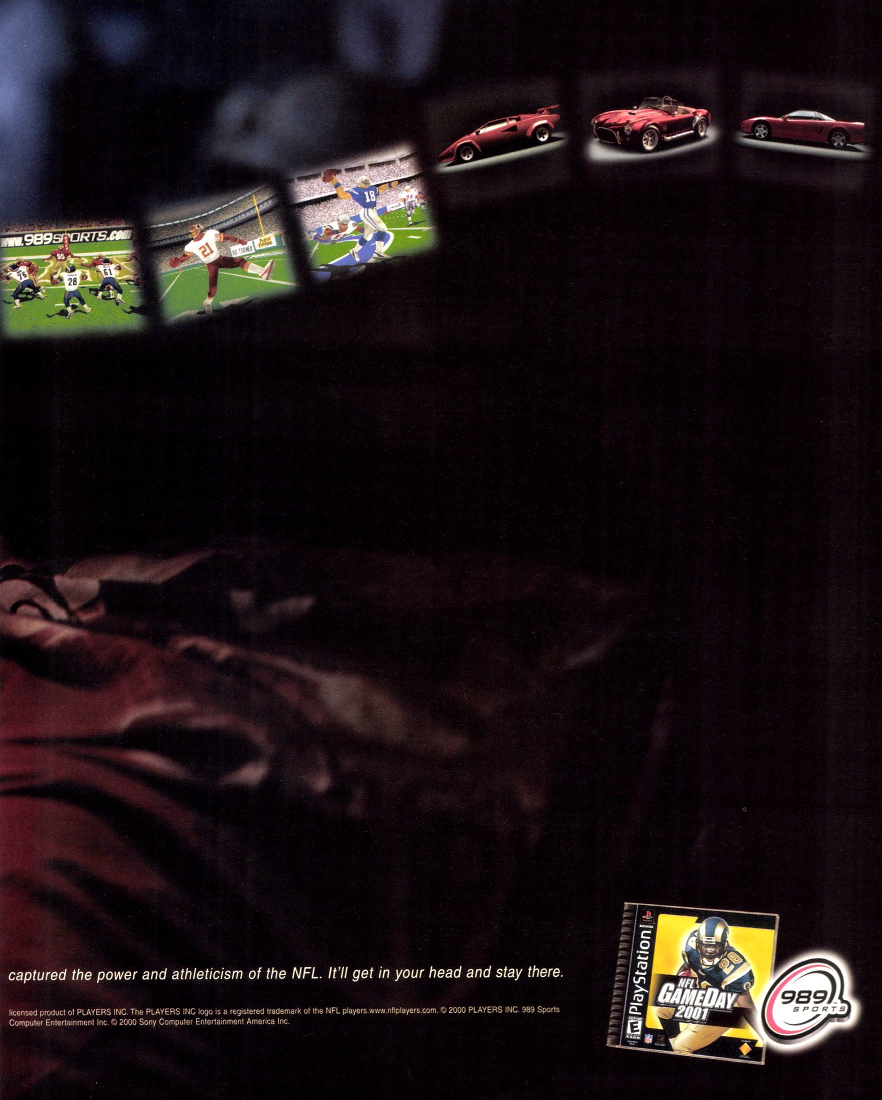
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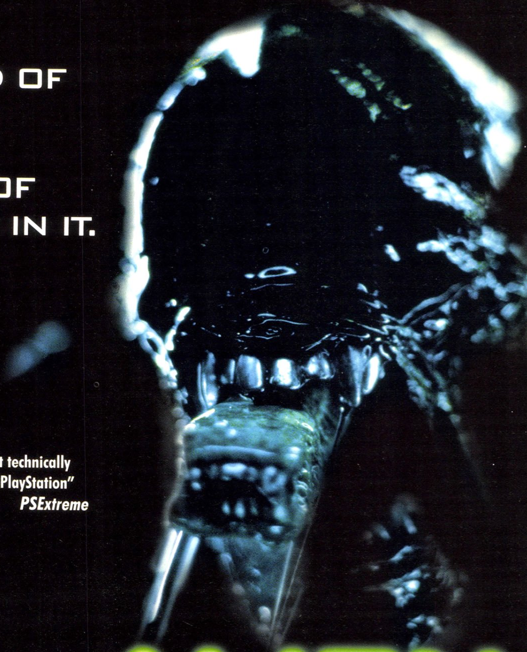
DON'T BE AFRAID OF THE DARK.

BE AFRAID OF WHAT'S IN IT.



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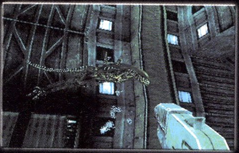

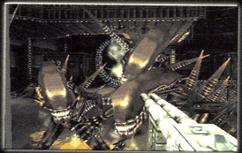

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PlayStation®

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MATURE
M
CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence

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THE FINAL SCORE

●●●●● We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

I think we're talking about integrity here

To be completely honest with you, it's not often that I feel compelled to really get down to the nitty-gritty and discuss some of the inner workings of the games industry with you all. Often it's just boring crap that we have to deal with, and ultimately it doesn't affect you, as I'm sure all you're interested in is getting your hands on the latest games. I hope that you feel you can rely on us to tell you what's good and what's bad. That's what we do. It's our job. At the end of the day, I'd like you to see this magazine as a trusted friend—a trusted friend who's lucky enough to be able to check out the latest games before anyone else. Since we get to see the stuff first, we can tell you which games are worth buying, and which ones are worth pointing at and laughing.

Recently though, we've been drawn into a number of situations where we've really had to fight the good fight on your behalf. I just want to share this with you in a broad sense to help illustrate the actions of some organizations who don't necessarily have your best interests at heart. I won't name names here, but these are people who often describe you guys dismissively as "consumers" and who think that you'll like whatever they tell you to.

The sheer number of PlayStations in the world right now means that we get to see one hell of a lot of games each year. There have been literally hundreds in the last 12 months, and things will no doubt continue as we move toward PS2 being the more dominant format in the years to come. Among this huge annual tidal wave of product there are some sparkling gems, some truly spectacular examples of mediocrity and some whose disc isn't even fit to be used for a game of Frisbee. Hopefully you feel that you can trust us to tell you honestly what we feel about each game we see. Sometimes you'll disagree. Sometimes we disagree with each other, too.

Unfortunately our policy of occasionally brutal honesty has got us into "trouble" lately. We know that when you see a game that sucks, you're going to dismiss it and move onto something better. We also know that when we hammer something for ludicrous problems, you'll take our comments on board, but also wander down to your local store and check the game out for yourself, even if it's just to poke fun at it and laugh like drunks. At the end of the day, we want to save you money—and we're pretty sure you don't want to waste cash on a lemon either.

However, in a variety of efforts to limit us from warning you off the poop, a growing number of companies are choosing to get very high and mighty with us. I've been on the receiving end of some splendidly righteous rants from high-ranking muckety-mucks at softcos who have threatened to withhold product from us, withhold support of any kind from the magazine, and browbeat me on what they think the magazine's role is. I have been told, to my face and through e-mail, that our job is not to tell our readers what to buy and what not to buy. They say that if we accept their advertising dollars we have a duty to be gentle with their products. No. That's not the way it works. Just as we don't cut Sony any slack because of our official license (and check out our Crash Bash review if you don't believe us), we don't cut anyone else any slack because of an advertisement. If we think a game sucks, by golly we'll say so. That doesn't mean that we have anything against the company concerned, we just have a problem with games that suck. If you can wander up to a bad guy in a game, empty the clip of your gun into his face at point-blank range and nothing happens... there's a problem. If you can't see what's going on because the graphics are so bad...that's another problem. If you just aren't having any fun with the damn thing... that's a problem, too. Whether it's bad design or a game full of bugs, it's our job to spot these things and tell you about them. If a company refuses to send us a game for review because of some dumb-ass notion about our intentions, we'll go and buy it the day it comes out and review it anyway; and if our review is late, we'll apologize to those of you we couldn't advise. On the flipside, if we see a game that deserves to have arias sung about it, we'll find someone to get the sing-along going and croon until the Fat Lady is itching for her minute at the mic.

Like you, we love great games. We don't care who makes them, we just wish they could all be great. Unfortunately games are like anything else: Some are great, and some are so awful you feel embarrassed for them. Hopefully you'll trust our judgement most of the time. If not, well...don't say we didn't warn you.

John Davison
Editor in Chief

MEET THE CRITICS

JOHN DAVISON

John is now bi-coastal (or something) jetting backward and forward between our offices in San Francisco and Chicago to the point where he doesn't know what time it is. He's changed his appearance yet again (going blond) and is learning "yoof" lingo. Tight.

FAVORITE GENRES: Racing, Action
CURRENT FAVORITES: SSX, TimeSplitters, TimeSplitters, SSX
CAN'T WAIT FOR: GT3

JOE RYBICKI

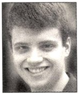
After being brought nearly to tears by Gary's mind-boglingly adept Grinch review, Joe forgave Gary for all his previous trash-talking transgressions. Come to think of it, though, those tears may have been more a result of the immense section this month...

FAVORITE GENRES: Adventure, RPG, Puzzle, Army Men
CURRENT FAVORITES: Midnight Club, Smuggler's Run, Spyro 3
CAN'T WAIT FOR: Dark Cloud

GARY STEINMAN

Gary's obsession with FFIX's Vivi went from cute crush to unsettling fetish when he began wearing floppy hats and colorful, baggy pants around the office. The effect, though, is more M.C. Hammer than ferocious Black Mage.

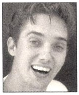
FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Final Fantasy IX, TimeSplitters, Spyro 3
CAN'T WAIT FOR: Final Fantasy X, FFXI, FFXII, FFXII...FFMCXIII



CHRIS BAKER

C-Bake celebrated his 24th at a Sony party, where he learned something handy: Chicks dig birthday boys. Now he tells everyone he's another year older every time he goes out. By the time you read this, he's probably an octogenarian.

FAVORITE GENRES: Action, RPG, Adventure, Strategy, Sports
CURRENT FAVORITES: Muppet Race Mania, TimeSplitters, Kessen
CAN'T WAIT FOR: Star Wars: Starfighter, Dance Dance Revolution



TODD ZUNIGA

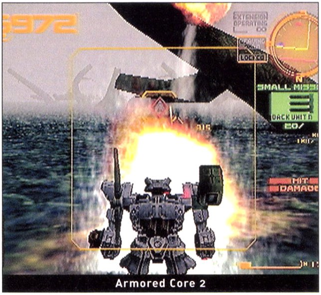
After the Red Sox missed the baseball playoffs and TD's Broncos started slow, Zuniga turned his attention to Chris Pronger and his dominating play for the St. Louis Blues. Already, Todd's talking Cup. Sadly, no one's listening.

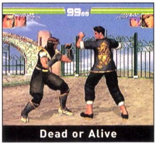
FAVORITE GENRES: Sports, Extreme Sports
CURRENT FAVORITES: THPS2, FIFA PS2, Madden PS2
CAN'T WAIT FOR: Alone in the Dark, St. Louis Blues Stanley Cup

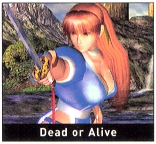
SAM KENNEDY

After spending a week in Japan for the Tokyo Game Show, Sam has found himself with insane credit card statements (thanks to his crazy shopping spree in the mecca of gaming). There go his plans for getting a new car!

FAVORITE GENRES: Shooter, Action, Fighting
CURRENT FAVORITES: DOA2: Hardcore, Gungriffon Blaze
CAN'T WAIT FOR: Z.O.E., C-12, MGS2, Medal of Honor 3


Armored Core 2


Dead or Alive


Dead or Alive

Armored Core 2

Publisher Agetec
Developer From Software
Web Site www.agetec.com

The Armored Core series has always kept a select, dedicated audience of gamers who are willing to accept its stiff control mechanics and can really get into the mech gameplay. Unfortunately, I'm not one of them. But like any PS2 game that comes into the office, when Armored Core 2 arrived for review I got really excited and thought to myself, "Wow, this is cool—it's Armored Core on the PS2!" Then I played the game and thought to myself, "Wow, this isn't cool—it's Armored Core on the PS2!"

You see, although this game has received a major graphical polish thanks to the PS2, it's still **the same thing that we've seen before**. If you're one of those people who can get past the controls and other minor quirks the Armored Core games present, you'll love this one. If not, save your time and don't bother reading the rest of this review.

If there's one thing Armored Core 2 really has going for it, it's stellar graphics. **Most everything looks really shiny and high-res**, and the water and explosion effects are nice. The mechs themselves look very cool too. Heck, even the menus are spiffy. Along with the graphics, AC2 features a pretty solid soundtrack. And one of the best parts of the Armored Core series is always the ability to build and customize your mechs.

But again, where the game really falters is in the area of control. Everything feels very stiff and slow. And the fact that **there is no analog support** is crazy—it just feels wrong to have to control your mech with the digital pad. And having to look up and down with the shoulder buttons is painful. Yes, perhaps it may emulate the difficulty you'd face in controlling a real-life mech—if there were such things as real-life mechs—but it results in irritating gameplay. So I don't care for it. Another irritation is that you'll often get bombarded with attacks from enemies and have little chance of moving out of the way. To me, the whole thing just feels very unbalanced at times.

But like I said earlier on, if you are the type of person who can let that sort of stuff slide, Armored Core 2 could be a really good game to get into. I'll admit, once I got used to the controls, I did enjoy myself a bit.

Final Score ●●●
Sam Kennedy

TEEN T
Players: 1-2
Memory Card: 64 KB

Dead or Alive 2: Hardcore

Publisher Tecmo
Developer Team Ninja
Web Site www.tecmoinc.com

Dead or Alive 2: Hardcore is yet another PS2 game that has been given a significant upgrade for the U.S. market, making this already incredible fighter that much more spectacular. New characters, new levels, new graphics, new gameplay additions—you name it, Tecmo has beefed this baby up. The result is **one of the best fighting games ever made**. And yes, even if you own the Dreamcast or import PS2 versions, you're going to have to buy this one too. It's that good.

DOA2: Hardcore's **visuals are arguably the finest you've ever seen in a fighting game**. Many of the environments are simply jaw-dropping, filled with highly detailed backdrops and moving elements. I also must mention the multiplatform fighting that DOA2 offers. Knock your opponent off the roof of a building and you'll continue the fight down in the streets. It's the kind of thing you always wanted to see in a fighting game—and now you can. The characters are also great-looking; their motions are very smooth. Overall, DOA2 is simply a marvel to look at. The only thing that would have truly put it over the top is if Team Ninja could have focused on the aliasing of floors and some of the backgrounds.

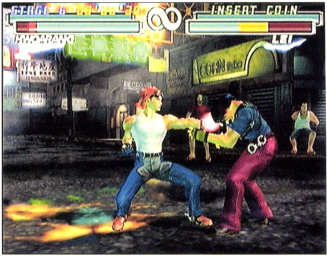
Gameplay-wise, DOA2: Hardcore is topnotch. Controlling your characters' moves is flawless, and **the game becomes seriously involving** after you lock down combos and spend time studying the patterns of your opponents. One thing Team Ninja added for the Hardcore version is the ability for characters to perform tag moves with any of the other characters—a big plus.

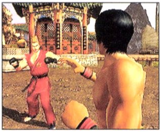
Something that really stands out about Hardcore is that once you're in the game, there are no load times to wait for. Matches segue right into each other, leaving you without those painful blank loading screens found in most fighters. I don't know how Team Ninja does it, but it's awesome.

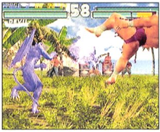
And as a package, DOA2: Hardcore is excellent. There are tons of modes to play around with and things to unlock. Whether you'll like this over Tekken Tag Tournament is based on fighting preference. Personally, though, I'll be keeping DOA2 running in my PS2.

Final Score ●●●●◐
Sam Kennedy

TEEN T
Players: 1-4
Memory Card: 80 KB







Tekken Tag Tournament

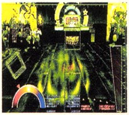
It's Tekken, only moreso

Publisher Namco
Developer Namco
Web Site www.namco.com

When the Japanese version of Tekken Tag Tournament came out much earlier this year, it got what I thought was an undeserved bad rap. Hardcore gamers bemoaned the fact that it didn't offer anything new or different and that its gameplay was too much like Tekken 3. OK. Maybe it hasn't advanced much, but let's face it...Tekken 3 was never a bad game, was it? It scored a whopping five out of five when we reviewed it ages ago and it's been a benchmark game ever since. I'm going to stick my neck out here and just be completely honest. I love Tekken Tag. It may not have the newly trendy 3D movement like DoA2 or Soul Calibur, but it's a good, solid fighting game and the graphics are absolutely gorgeous.

Something that will surprise many of you who keep an eye on such things is that the U.S. release of **TTT is actually somewhat different from the Japanese game**. While the gameplay mechanics, characters and everything else are identical, the graphics have been given an overhaul and the result is a complete elimination of those

Tekken Bowl


Jack sees things differently from other players—on account of his cyborgitude.

As with the previous games in the series, if you persevere and try to open everything up, you are rewarded with goodies like ending movies and bonus games. Tekken Bowl is a fully fledged bowling game that is played "Tag" style just like the rest of the TTT. Choose your team and jab the buttons to stop the moving power bars to affect your aim and throwing power. Feeling mean? Hurl your ball into the crowd instead and watch them fall.

STAGE 2 01'01"66
EDDY
PAUL

EDDY
XIAOYU

much-publicized and exaggerated "jaggies" that lots of people had their knickers in a twist about a few months ago. I don't recall TTT being particularly bad in this respect to be honest, but hey, who am I to complain? **The graphics do look silky-smooth and lovely** and that can only be a good thing.

Those of you not "up" on your Tekken history, but who crave a cool fighting game, could do a lot worse than invest $50 in Namco's offering. Based on an arcade game with vastly inferior presentation (thanks to the fact that it was based on PS one technology), it's got lots and lots of characters, plenty of replay value and one of the best fighting systems ever devised. Play it like Tekken 3 and you'll enjoy it for the brawler that it is. But if you make the most of the Tag fighting system, you'll find that it adds an extra dimension as you juggle your team back and forth to stay on top. **Tactics have never been so important in the Tekken universe**—and that's saying a lot.

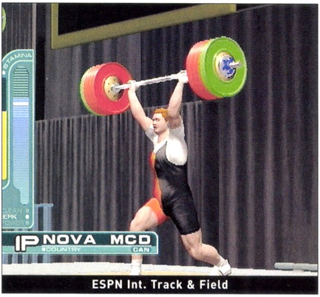
As with previous Tekkens, TTT does plenty to keep you feeling rewarded. Each time you play through to the end with a character you open up another. Most of them are familiar from previous games in the series, but there are some newbies in there too. You also get to open up cool little animations set to music, and then of course there's the bonus game Tekken Bowl (see sidebar). You don't expect a fully fledged bowling game to come as a minigame with a fighter, but it's a welcome distraction that's filled with cool little graphical touches that are specific to each character.

On the whole, TTT isn't the be-all-end-all that its predecessor was, but it's still a damn fine game and certainly a good match for the other fighters on PS2 at the moment. Graphically it's completely gorgeous, the sound is incredible, and it has that classic Tekken gameplay style that you can't really argue with. Real hardcore gamers will want it for its 001 serial number too. This is numero uno on PS2. It may be a collector's item one day.

Final Score ●●●●◖

John Davison

Players: 1-4
Memory Card: 346 KB



ESPN Int. Track & Field

Evergrace

Evergrace

ESPN International Track & Field

Publisher Konami
Developer Konami
Web Site www.konami.com

After the viewing disaster known as the 2000 Sydney Olympic games, it's refreshing to know that by diving into ESPN's International Track & Field you'll know the results right when they happen. No longer will you have to wonder if that guy or gal was sprinting yesterday, a week ago, tomorrow.... But there is one consistency with ESPN's ITF and the real Olympic games: You don't want to witness (or, in this case, play) it alone.

Overall, ITF is the type of game that basically shows off how willing you are to erase your fingerprint for some momentary glory. It's a mixture of yesteryear's arcade classic Track & Field and today's next-gen graphics. Sadly, though, the fun you'll get from the game is short-lived. The events are graphically excellent and you'll be moved to score a sweet World Record, but **if you don't have a Multi-tap and some able-fingered friends, this game has a short shelf life**.

There are 10 events, almost all of which are visually spectacular. And while the emphasis on button-mashing isn't quite universal, this isn't the type of pick-up-and-play party game you can dupe your feeble-digited mate into playing. It's more of a testosterone challenge—not the kind of game you'll feel like pulling from the game closet on an idle Saturday afternoon. And even with a gaggle of buds, **there's only about an hour of gameplay for a group to invest in**.

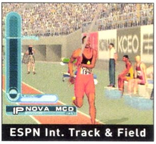
The most admirable feature of this Olympic effort is the innovation that tends to take the gamer beyond furious button-tapping. There's a skeet-shooting event to give you a chance to rest your fingers, and the rhythm gymnastics event is done in a dancing-game style. But when it comes to the coolest competitions, particularly the extremely competitive 100m Freestyle Swimming or the 100m Dash, you'll be tensing those hand muscles to finish with a top spot. Other events, like the Long Jump and the Javelin Throw, are more technique-based, but you'll still have to hammer buttons to get to the technique part of the game.

When it's all said and done, ITF is a blast for a small group, but that fire won't last forever. If you're not an Olympics buff, this is a perfect rental.

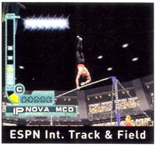
Final Score ●●●

Todd Zuniga

Players: 1-4
Memory Card: 222 KB



ESPN Int. Track & Field



ESPN Int. Track & Field

Evergrace

Publisher Agetec
Developer From Software
Web Site www.agetec.com

One of the problems surrounding the launch of a new system is that of standards. That is, there aren't any. And so it becomes hard for developers to gauge the quality of their product, and easy for that quality to be extremely lacking.

Evergrace is not a terrible game; **it has its moments of ingenuity**. Using the analog buttons of the Dual Shock 2 to determine the strength of attacks, for example, is a nice innovation (though a pretty obvious one). And building a world in which others react to your character based on his or her appearance—clothing, armor, whatever—is quite new; in fact, some of the choices in attire and weaponry are downright bizarre. And the ability to switch between the two major characters at any save point is a great remedy for puzzle burnout.

But at its core **Evergrace is a fairly unimaginative action-RPG**. The story (where there is a coherent story—much of the plot seems disjointed, possibly due to poor translation) is run-of-the-mill role-playing formula. The characters and world are disappointingly shallow; the environments can get monotonous; and the repeating, respawning monsters just get tedious over time.

With the more interesting-looking Orphen arriving at launch, **most action-RPG devotees won't have much reason to pick up Evergrace**. And that's probably for the best.

Final Score ●●

Joe Rybicki

Players: 1-2
Memory Card: 68 KB

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THE MAGAZINE
Editor in Chief **John Davison**
Managing Editor **Gary Steinman**
Previews Editor **Chris Baker**
News Editor **Sam Kennedy**
Reviews Editor **Joe Rybicki**
Associate Editor **Todd Zuniga**
Editorial Contributors **Kelsey Conlon, Zoe Flower, Chris Gore, Leonard Herman, Sam Jemielity, Ryan Lockhart, Mark MacDonald, Clish MacLaver, James Mielke, Andrew Pfister, Jason Rubin, John Scalzi, Greg Sewart, Axel Strohm, Tommy Tallarico**
Copy Editors **Dan Peluso, Jennifer Whitesides**

DESIGN
Senior Art Director **Bob Conlon**
Art Director **Donna O'Hara**
Additional Design **2FACE, Jim Cordano, George Reyes**
Photography **Bob Stefko, Ted Tamburo,**
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TOKYO BUREAU
Mixx Entertainment, Inc.
CEO & Bureau Chief **Stuart Levy**
Producer **Matthew Galgani**
Editorial Manager **Kiyomi Fukuyama**
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PRODUCTION
Production Director **Carlos Lugo**
Prepress Manager **Dave McCracken**
Assistant Prepress Manager **Mike Vallas**
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ZD GAME GROUP
Vice President **Dale Strang**
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CIRCULATION
Circulation Director **Joan McInerney**
Circulation Director **Shirley Viel**
Senior Newsstand Sales Manager **Don Galen**
Subscription Service Number:
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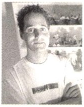
http://service.playstationmagazine.com

ADVERTISING INQUIRIES CONTACT
Game Group
50 Beale, 12th floor, San Francisco, CA 94105
Telephone: 415-547-8783
Group Publisher **Lee Uniacke**
415-357-4910 • lee_uniacke@ziffdavis.com
Group Associate Publisher **Suzie Reider**
415-357-4915 • suzie@ziffdavis.com
SALES, EAST
Regional Sales Manager **Marc Callison**
District Sales Representative **Tallie Fishburne**
415-357-5226 • tallie_fishburne@ziffdavis.com
Account Executive **Emily Olman**
415-547-8783 • emily_olman@ziffdavis.com
Sales, NORTHWEST AND BAY AREA PENINSULA
Account Executive **Mary Gray**
415-547-8782 • mary_gray@ziffdavis.com
SALES, TEXAS, WASHINGTON, SAN FRANCISCO
Regional Sales Manager **Marci Yamaguchi**
Account Executive **Meighan O'Rourke**
415-357-4920 • meighan_orourke@ziffdavis.com
SALES, SOUTHWEST (So. CA, NV, UT, AZ)
Regional Sales Manager **Karen Landon**
Account Executive **Linda Philapil**
415-547-8781 • linda_philapil@ziffdavis.com
Senior Marketing Manager & Creative Director **Rey Ledda**
415-547-8775 • rey_ledda@ziffdavis.com
Marketing Coordinator **Annie Lipscomb**
415-547-8248 • annie_lipscomb@ziffdavis.com
Advertising Coordinator **Tipler Ubbelohde**
415-357-4930 • tipler_ubbelohde@ziffdavis.com
Sales Assistant **Kristeen Laut**
415-547-8778 • kristeen_laut@ziffdavis.com
Sales Assistant **Sheryl Carandang**
415-547-8783 • sheryl_carandang@ziffdavis.com
Advertising Production Coordinator **Wen Laws**
415-357-8114 • wen_laws@ziffdavis.com

About our contributors

JOHN SCALZI

Our media guy has written music reviews and features for the *Chicago Sun-Times, The San Diego Tribune, New City* magazine and the *Fresno Bee*. He also runs gamedad.com.
www.scalzi.com



JASON RUBIN

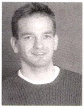
Sometimes referred to as "the father of Crash Bandicoot," Jason is one of the biggest names in PlayStation games development. Read his musings in our Crash Bash feature.
www.naughtydog.com

CHRIS GORE

The presenter of *The New Movie Show* on the FX Network (Thursdays, 10:30 p.m.), editor of Film Threat and regular columnist here on *OPM*. Chris is a busy man. Check him out at www.filmthreat.com

M.L. ELRICK

A reporter for the *Detroit Free Press*, Elrick's work has appeared all over the place including *The New York Times, Newsday* and *Chicago Magazine*. This month he returns to *OPM* to tackle the recent FTC report.



SAM JEMIELITY

Sam is an associate editor at playboy.com where he edits the Love & Sex section and writes about entertainment, style, travel and sports. He's also written for *Playboy* and the *Chicago Tribune*.
www.playboy.com

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SSX, PS2 MADDEN, ESPN TRACK AND FIELD, TONY HAWK 2 PLUS ALL THE LATEST TRICKS!
December 2000
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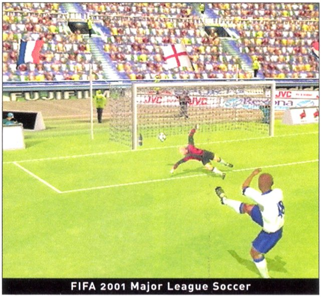


FIFA 2001 Major League Soccer

FIFA 2001 Major League Soccer

Publisher EA Sports
Developer EA Canada
Web Site www.easports.com

It's a shame the popularity of soccer in America often flutters between slim and none. Sure, we're captivated by the big-time of the World Cup, but when it comes down to it, the best football, basketball, hockey and baseball players compete right here on the American stage, while the best "footie" combatants are anywhere but the 48 contiguous.

With FIFA 2001 we're given our home MLS league, the stars and stripes of lame American soccer, which means the real prize of this wonderfully fun and clean game comes from the international teams and their charismatic stars. And these stars are so accurately rendered you can search for them on the pitch. You can see France's Zinedine Zidane's Friar Tuck bald spot from halfway across the field while a close-up shows Holland's Edgar Davids sporting his marketing genius in the form of a pair of Oakleys (eye condition, my butt). And England's David Beckham looks as brilliant as he plays.

As for gameplay, it's **a culmination of what the FIFA franchise has been working toward for the last years**. Players don't move in herds, and they don't move at the same speed. If your striker just rushed in for a scoring opportunity, he's not going to sprint away just because the keeper cleared the ball halfway down the field. Instead he'll loaf, catch his breath, and get ready for another run at the goal.

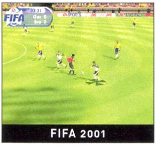
One complaint is the **under-aggressive CPU**. Even on the medium difficulty, the CPU may take up to seven seconds to go for the ball if you're not doing anything. Pooh. On the other hand, the AI clearly seems to know what's at stake. If you're about to knock a team from World Cup contention, they'll spike their aggression and press to score the golden goal. If they're up late, they'll hang back on "D" and turn into a ball control club. It adds a lot when the CPU is always strategizing.

FIFA is all about adrenaline. Notching a big goal is a huge rush, and the crowd chants and flag-waves accordingly. Once you're in the game, you stay immersed. Buy this, even if you're leery of soccer.

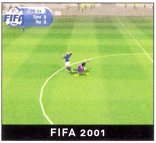
Final Score ●●●●◖

Todd Zuniga

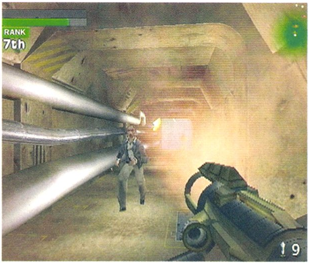
Players: 1-8
Memory Card: 548 KB

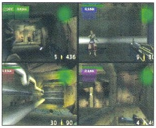


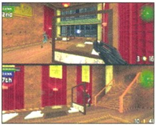
FIFA 2001



FIFA 2001







TimeSplitters

Make some friends and then invite them over

Publisher Eidos Interactive
Developer Free Radical
Web Site www.eidos.com

We've been harping on about this one for ages, so now that we've got our hands on the final code there's one big question: Does it live up to expectations? Yes. Yes. YES! Please sir can I have another?

It's not a spectacularly complicated game by any stretch of the imagination. **As a one-player experience it's almost old-school in its simplicity**. Jump into a level, run around, shoot stuff, find an item, and run back to where you started. Do each level on easy, medium and hard and open up new levels, characters and challenges. Nothing to it. The bad guys are frickin' psychos and as you watch them annihilate you the first few times you play, you'll realize this game is a bit different from previous first-person shooters. They'll hide behind doorways, under tables, behind walls, and they'll even shoot randomly while waving their guns above their heads to fend you off. **They really do seem like they're more aware**...and when you take 'em on at the highest difficulty setting they're ruthless bastards and there are literally hundreds of 'em.

Chances are, though, you're not going to buy TimeSplitters just for the one-player experience. As I'm sure you're aware if you've been reading up on the game over the past few months, to get the most out of this you need to find some friends, crack open some beers, and lock yourself in a room for a few days. The split-screen multiplayer game is **one of the finest we've ever come across**. It's fast, furious and, most importantly, it's more fun than a barrel of proverbial monkeys. If you've opened stuff up in the one-player game you have more goodies to choose from and you can customize the setup of just about everything.

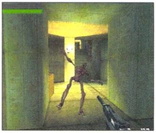
The much-hyped level editor that we've been creaming about is **just as good as we expected**. You can build maps, choose a graphical "look," play with the lighting, place spawn points and even set up a specific challenge. If you're creatively inclined, this is going to keep you busy forever.

People who love action games get excited just watching this, let alone playing it. Even grumpy gits like Gary who claim to hate first-person shooters get a kick out of it. What better recommendation could you need?

Final Score ●●●●●

John Davison

Players: 1-4
Memory Card: 106 KB



SPLIT-SCREEN REVIEWING

This is, as far as I'm concerned, the greatest FPS ever to grace a console, at least in terms of multiplay. The key element is *speed*—TimeSplitters has it; the others don't. And as far as stats and options are concerned, well, imagine GoldenEye, only better. This game simply rocks.
Joe Rybicki

Prior to TimeSplitters I'd never played an FPS in my life—I just wasn't interested. But this game instantly won me over with its effortless control and silky-smooth gameplay. If companies continue to release titles like this, I might have to rethink that whole "RPG-guy" thing.
Gary Steinman

As a guy predominately interested in sports gaming, TimeSplitters still managed to cast quite a spell over me. The 4-player mode was ultra competitive, but led to some genuine fun amongst the guys shooting me. I died too quickly, too often; otherwise I have no complaints.
Todd Zuniga

PlayStation

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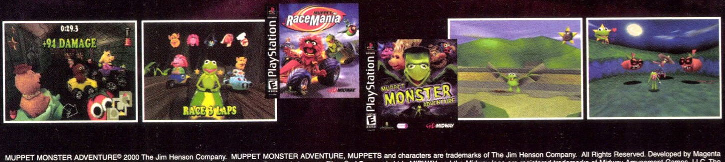
HERE'S A TIP.
LET MISS PIGGY WIN.

The Muppets have finally come to the PlayStation® game console. Based on their 6 blockbuster movies, including The Muppet Movie and Muppets From Space, **MUPPET RACEMANIA** lets up to two players race as one of their favorite Muppets, including Kermit, Miss Piggy, Fozzie Bear and Animal. Prepare for a fantastic joy ride as you choose from 25 Muppets and speed along 28 zany tracks. Also, get ready for a spooky adventure with **MUPPET MONSTER ADVENTURE**. Help Robin, Kermit's nephew, outwit and rescue six Muppets who have been turned into monsters. Using special morphing powers to turn into 5 cool creatures, Robin will travel through six 3D worlds and 18 levels to save Uncle Kermit and friends. So, get ready to enjoy some rollercoaster fun and adventure, Muppet style. Check out our new website at www.midway.com.

EVERYONE E CONTENT RATED BY ESRB | Animated Violence



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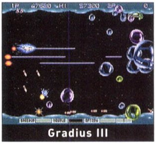
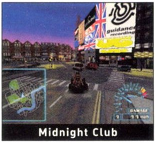
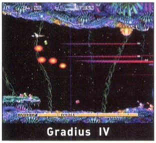

Gradius III

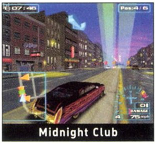
Gungriffon Blaze

Kessen


Midnight Club


Gradius IV

Gungriffon Blaze


Midnight Club

Gradius III and IV

Publisher Konami
Developer KCET
Web Site www.konami.com

Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. With the help of the so-called "Konami code," the original Gradius became one of my favorite NES games of all time. It turned an impossible side-scrolling shooter into a game that was merely significantly harder than average. Gradius III and IV for PS2 doesn't have the Konami code, folks. And they sure didn't make it any easier. Even with six levels of difficulty for Gradius III and eight for Gradius IV, I never was able to make it past the second and third levels, respectively.

But that's not to say I didn't enjoy the five levels I did play. As a side-scrolling shooter in which use of power-ups is key—as you do your best not to get nailed by enemy craft, lasers or anything else headed at you—**these two Gradius games provide some nonstop intensity**. Unfortunately, this often leads to massive frustration when you just can't beat that one boss, often exacerbated by the fact that you can't keep your power-ups for your next life.

It also bears mention that, aside from a downright jaw-dropping full-motion video sequence and some cool effects in IV, **this isn't a game you buy to show off the power of the PS2**. But Konami isn't releasing this as a revolutionary title—this one's for the fan of the old-school shooter. And that's pretty cool if you ask me—especially if a new code shows up!

Final Score ● ● ◖

Chris Baker

Players: 1-2
Memory Card: 73 Kb

Gungriffon Blaze

Publisher Working Designs
Developer Game Arts
Web Site www.workingdesigns.com

Now this is a PS2 mech game I can really get into! It's fast, it's arcadey, and the controls actually make sense (unlike Armored Core 2). Although there's not a lot here to keep you going for too long, those of you looking for a good action title for the PS2 ought to give this a go.

Graphically, Gungriffon is very solid. While there's nothing here that's really giving the PS2 a workout, everything looks clean and moves fast. The action really looks great when you're zooming through the air and explosions are going off around you. Still, there are hints of slowdown here and there, and **the draw distance isn't as good as a lot of the other PS2 games we're seeing these days**. Aurally, things are pretty solid as well. You're treated to some good gun and explosion effects, though the music is standard background rock. As for the controls, Gungriffon makes use of the two analog sticks and feels very smooth.

Unfortunately, I did have a few complaints with the game. For starters, I wasn't too fond of the fact that while you're on the battlefield you don't have a map or some other indicator to show where your enemies are. For a game like this I'd much prefer to have a target to head for rather than flying around aimlessly. My other complaint was that **there aren't a lot of missions** to play. Still, GB is worth checking out.

Final Score ● ● ● ◖

Sam Kennedy

Players: 1
Memory Card: 127 KB

Kessen

Publisher EA Games
Developer Koei
Web Site www.eagames.com

Six hours into Kessen, I was still getting advice from the tutorial. After all, there's plenty of depth in a real-time strategy like this, based on feudal Japan of the early 1600s. Your battle preparations require plenty of planning: At their simplest, they involve examining the stats of opposing generals, deciding who to try to get to defect to your side, and plotting where to place your units. But you can do a lot more than that, too: Adjust the attack formations of certain units, change their battle types, modify their special attacks, etc.

The thing is, though, you really don't have to. The predetermined, suggested plan usually works out no matter what you do. And by the time you do figure out the extent of your options—at about the 10-hour mark—your game is over. That's right: **If you were expecting the long, 50- to 100-hour campaign out of Kessen that I was, you'll likely feel a little disappointed.** Depending on your degree of success, you'll most likely only partake in five battles—five relatively easy battles, in which you need only triumph in the last one to win the war. And this is coming from a rather inexperienced real-time strategy gamer who only lost one of the seven or eight battles he played. Still, I can't deny that I thoroughly enjoyed the experience, and **there's considerable replay value in the different skirmishes** that unfold depending on how you do. Plus, there's just something really cool about changing history in what essentially is the Civil War of Japan. The West shall rise again!

And don't forget the amazing cinematics! **The direction in some of the cutscenes is nothing less than Hollywood quality.** And who would have thought that seeing men in funny hats bicker, chat and strategize amongst each other could be so fun? The voice acting is also quite superb (if a little melodramatic at times), with lips that actually sync well with what is being said. And we shouldn't discount the in-game graphics, either. While the battle sequences do grow repetitive after a while, they do a fantastic job of demonstrating the PS2's power. This is a no-brainer buy for strategy fans; but even if seeing what your new system can do is all you're after, it's well worth a look.

Final Score ● ● ●

Chris Baker

Players: 1
Memory Card: 212 KB

Kessen

Kessen

Midnight Club

Publisher Rockstar
Developer Angel
Web Site www.rockstargames.com

Midnight Club and Smuggler's Run are sort of a matched set. Both are outlandishly arcadey driving games; both feature excellent graphics, solid race engines and forgiving physics; and both play fast and loose with notions of propriety and criminality.

Where Smuggler's Run takes place in immense off-road environments, though, Midnight Club is set in two immense cities modeled after real-world locations: New York and London. And the attention to detail—at least in London, which I'm more familiar with than New York—is remarkably accurate.

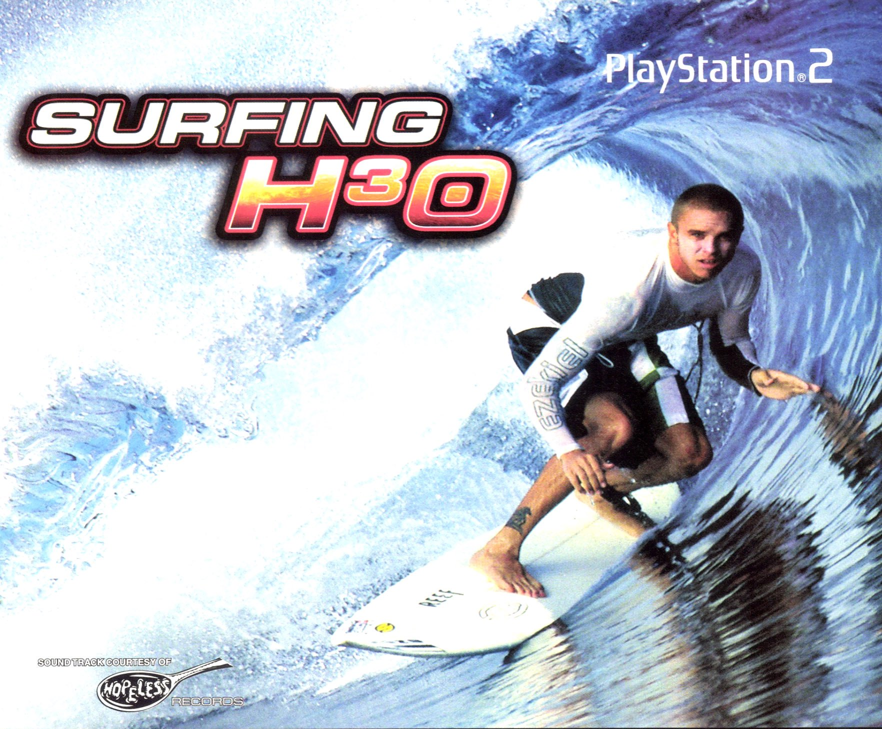
But you don't need to be familiar with the cities to enjoy the game; the **spectacular handling, solid challenge and sharp graphics** take care of that nicely. Because of this, building up your stable of vehicles is an entertaining enterprise, made more entertaining by the great voices and personalities of your opponents. **My only real gripe is the balance of difficulty**: I found New York to be a bit of a breeze until the very last race, while London proved extraordinarily challenging from the beginning. But unlike Smuggler's Run, the great selection of bonus cars makes completing the game well worthwhile.

Though another city or two would have added some needed variety, Midnight Club still represents a revolution in racing games, and one that no driving fan should miss.

Final Score ● ● ● ●

Joe Rybicki

Players: 1-2
Memory Card: 266 KB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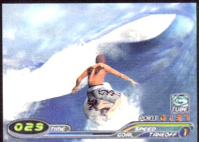
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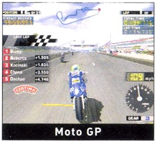


Moto GP

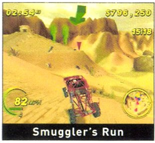
Moto GP

Orphen

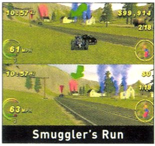
Orphen

TOTAL TIME 02'09"73
SCORE 000580
PLAYER LIFE
0:10.38
TARGET
Hurry up!
+400
CREDIT

Silent Scope



Smuggler's Run



Smuggler's Run

Moto GP

Publisher Namco
Developer Namco
Web Site www.namco.com

I think that as little boys grow up and get bitten by the vehicular bug, they either swing toward motorcycles or cars; I don't know many people who swing both ways on the subject. Personally I'm more of a car guy so my first few hours with Moto GP were pretty rough. I tell you this because it becomes abundantly clear very early on in your time with this game that **it's a remarkably accurate simulation of racing 500cc bikes.** So if you're a car guy, you're going to need some time to adapt.

Bikes corner differently, you need to blip the power in ways that feel almost ridiculous at first, and learning how to brake properly is an art unto itself. I don't mind telling you that I had a really difficult time. The thing is, though, the fact that my natural affinity to car racing caused me such problems is proof of what a kick-ass bike game this actually is.

Resident bike loons, like our new art guy Jim, think it's the best game ever because of the way it feels, the way it reacts and the "on-the-edge" (dude) feeling it gives you when you kick in the spectacularly tough simulation mode. It looks great, too. The graphics are sharp (possibly a bit too sharp, actually), silky-smooth and extremely detailed. Even the replay mode is worthy of note with its simulation of handheld trackside cameras that get kicked around when the bikes scream past. Impressive.

Final Score ●●●●

John Davison

Players: 1-2
Memory Card: 43kb

Orphen: Scion of Sorcery

Publisher Activision
Developer Kadokawa Shoten
Web Site www.activision.com

I've got some real mixed feelings about Orphen. On the one hand, it's currently the "best" action RPG on the PS2—but that's not saying a lot considering the meager competition. On the other hand, Orphen **fails to deliver anything exceptional or new in terms of gameplay**, despite its stylistic flair and gorgeous graphics.

Orphen certainly is an ambitious title. For starters, there's no written dialogue anywhere in the game—it's all spoken. But while the voice acting is well done, I quickly discovered how annoying it could be when you're in the middle of a story sequence and someone interrupts you. There's no way to pause the game or replay the event, meaning you'll likely miss plot points along the way. This was annoying at first, but as soon as I realized the story is so full of holes, I lost interest in trying to follow along anyway. I also lost interest in the basic gameplay. Running along floating maze-like ledges and avoiding cliché obstacles like swinging pendulums isn't my idea of fun.

Orphen does get big points for an **altogether unique battle engine** and some of the best-looking boss fights I've ever seen. The copious use of motion blur and the cinematic feel to the major fights is unparalleled. There's not much substance here, but Orphen's amazing visual style is almost enough to compensate.

Final Score ●●●

Gary Steinman

Players: 1
Memory Card: 30 KB

Silent Scope

Publisher Konami
Developer Konami
Web Site www.konami.com

This one's a tougher cookie to review than I originally anticipated. On the plus side, **it's a remarkable conversion of the arcade machine** but on the minus, er, it's a remarkable conversion of the arcade machine.

In terms of presentation it's pretty much faultless. The graphics are crystal clear, the sound is wonderful and hardly anything has suffered in the move from rifle-equipped cabinet to controller-only console.

The team at Konami has obviously gone to great lengths to ensure there's plenty to do in the home version, too. In addition to the story mode, there are a variety of shooting gallery-style training modes where you blast away at virtual cardboard bad guys who jump up behind windows or from behind hedgerows. The shift in control method from huge plastic rifle with built-in sight to Dual Shock 2 has been done with a fair amount of panache, thanks in part to an extremely complex array of customizable control options.

The story mode is a multi-branched series of levels that have you popping off terrorists in a variety of locales. You start on a rooftop and then work your way through different routes until you get to the bad guys' hideout at the end of the game.

Sounds great, but the experience is marred by the quarter-chomping design of the original arcade game. The first few times you play the game you'll get through the basic levels without too much hassle, but have some real problems with the bosses. Popping a guy in the head from your position in a wobbly helicopter while he runs around on a football field during a game with a hostage slung over his shoulder and a gang of chums firing rockets at you ain't easy, I can tell you. Even reeling in the difficulty level does little to make the game much easier. Once you do master things somewhat you'll feel a real sense of progress—until you lose your last life and find that you have to go all the way back to the beginning. **Reaching the penultimate level five times in a row and then dying gets to be a *real* drag, I can tell you.** It stops being fun and becomes more of a chore to work your way through what is essentially a 20-minute or so storyline.

Final Score ●●●

John Davison

Players: 1
Memory Card: 78kb

Smuggler's Run

Publisher Rockstar
Developer Angel
Web Site www.rockstargames.com

At any system launch, there are usually a handful of games that earn the moniker of "showcase title." These are the games you pop in when your envious friends stop by to drool over your new system purchase, the games that show off what the system can do, and what the others can't. Smuggler's Run is just such a game.

You may not notice Smuggler's Run's most outstanding characteristic right off the bat, because it takes a little driving around before it really becomes clear. **The sight distance is the longest I've ever seen.** That may not seem like that big of a deal, but when you hurtle over the top of a ridge and see your target flare smoking some three or four virtual miles away, you'll realize the next generation of gaming has arrived. This clarity of vision contributes to a remarkable adrenaline rush: You can track cops piling in from off in the distance, watch opponent gangs swooping from all sides as you race for the pickup point, or see the horizon as you hang for a moment before a sickening drop into a canyon.

Of course, this mainly graphical enhancement wouldn't mean diddly without a solid game engine underneath—and Smuggler's Run delivers the goods here as well. **Super-tight controls** give you a good sense of the different characteristics of every vehicle, and as the game moves into the later, more challenging environments you'll recognize that razor-sharp control—and reflexes—are the only things keeping you upright when an overzealous Officer Friendly lays a love tap on your passenger door.

It's easy to be enthusiastic about this intense—and blissfully unrealistic—game. But it's not without some problems. Two basic design issues may make this game less enjoyable for some: For one thing, **there isn't as much variety between the different missions as there could be**. Things like team play and checkpoint races break things up, but these aren't quite enough to fend off monotony completely. The other problem is that the last few levels are absolutely excruciating in difficulty—and there's no real reward for beating the game, which is disappointing. But no matter. You want Smuggler's Run anyway. Trust me.

Final Score ●●●●◖

Joe Rybicki

Players: 1-2
Memory Card: 324 KB

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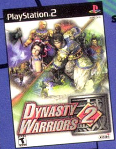
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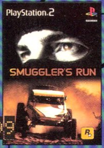
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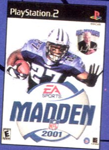
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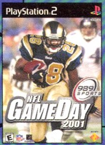
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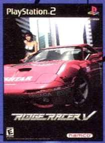
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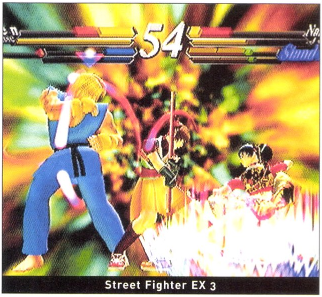
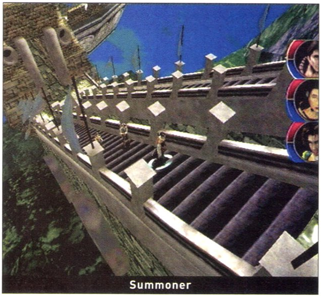
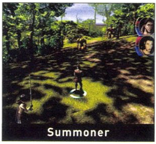


Street Fighter EX 3



Summoner

Summoner



Summoner

Street Fighter EX 3

Publisher Capcom
Developer Arika
Web Site www.capcom.com

Although Street Fighter EX 3 will no doubt get overlooked by most gamers thanks to the presence of Tekken Tag Tournament and Dead or Alive: Hardcore, Street Fighter fans—or probably more importantly, Street Fighter EX fans—should do themselves the favor of checking this game out. EX 3 doesn't have the same polish or depth as the other guys, but it's still a game worthy of being added to your initial PS2 collection.

With their stunning visuals, DOA2: Hardcore and Tekken Tag are both known as perfect showcases of the PS2 hardware, but you know what? So is EX 3. Not to the extent as the others, but it's definitely **a really pretty game** and shows off a lot of the PS2's cool lighting effects. I guess it's also just really cool to finally see these 3D Street Fighter characters in hi-res; Blanka and Chun-Li look especially cool. Also, those of you who knew about all the slowdown in the Japanese version will be happy to hear that **Arika has fixed it all for the U.S. release**. The only apparent slowdown now is intentional—when characters' life bars hit bottom.

To match up with the game's visuals, Arika put together a very cool soundtrack. It sounds similar to previous EX games, but the melodies are just better overall this time around.

Control-wise, there's really nothing new being done here. It has the same Street Fighter EX feel to it. I prefer the 2D Street Fighter game controls better, but this isn't too bad.

EX 3's game system is a little odd, though. The main story mode has you begin with one character and allows you to acquire more team members as you progress. These team members can be used for tag-team battles and then a final three-on-one fight against the boss. While I do appreciate a new spin on the whole story progression for fighting games, after awhile I just wished for an option to play through the game with one character. Unfortunately, there isn't one. If you're like me, **the game system in EX 3 will get boring all too quickly**, but hopefully you'll have a friend to play with.

Nonetheless, if you're really into Street Fighter (especially EX) and you want to play the game on your PS2, this probably won't disappoint.

Final Score ●●●◖
Sam Kennedy

Players: 1-2
Memory Card: 128 KB

Summoner

Publisher THQ
Developer Volition
Web Site www.thq.com

I really wanted to love Summoner. I'm an RPG fan raised on the Ultima games for the PC, and Summoner has a lot more in common with those than with traditional console fare. The huge world and widely varied locations brought back instant memories of Ultima VI and VII, as did the hybrid real-time/turn-based battle system and the huge number of non-linear quests that every other townsperson seems to ask of you.

But **it's hard to love this game**. What may be the most frustrating thing about it is that the world design is truly exceptional. The towns are varied and well-realized, and some of the other locations are simply stunning. Why is that frustrating, you ask? Well, for some unholy reason (I'm assuming it had something to do with frame-rate or draw-in issues), many areas of these gorgeous locations are obscured from your view due to **a locked overhead camera**. It's such a crime to give us these wonderfully immersive environments and then prevent us from immersing ourselves in them! Even a momentary first-person view option would have been a blessing; I know I would have found it a lot easier to get into the game if this were the case. Volition, heed my words: For Summoner II (and I truly hope there is one), give us a first-person view! Don't worry so much about draw-in and pop-up; yeah, we'd gripe about that too, but having a limited sight distance is better than none at all!

There are a few other problems with the game, but none of these come close to hurting as much as the camera tragedy. Dialogue with townspeople, for example, tends to be linear and superficial, making hunting for information sort of a chore. **The battles can get pretty monotonous** after awhile, as well—especially when the game starts to suffer a bad case of the shakes when lots of characters come onscreen. And the low-res textures in some areas can be genuinely distracting.

I'm confident these concerns will be addressed with the next game, though, and that will be a wonderful thing. Because even with such major faults, Summoner is still a pretty darned engrossing game. And that's quite a feat, considering.

Final Score ●●●
Joe Rybicki

Players: 1
Memory Card: 641 KB

Wild Wild Racing

Publisher Interplay
Developer Rage
Web Site www.interplay.com

The PS2 certainly doesn't have a shortage of arcadey driving games at launch—due in part to WWR, an off-road racer that is, if not spectacular, at least entirely adequate.

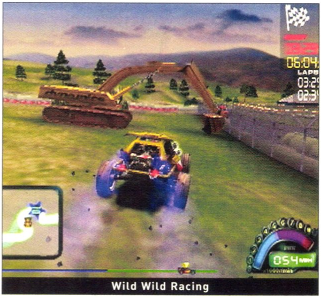
At first glance the game may not look like much. **The courses tend to be a bit bland-looking, and at the start they play a bit blandly as well.** But as the game progresses, tons of new shortcuts open up in these five extraordinarily long circuits, weather effects set in, and the more advanced levels begin to open up—and suddenly you're scrambling for first place, trying to squeeze through every opening you can find.

Replayability is also aided by the addition of Challenge Modes. These give you an opportunity to open up new cars by beating a series of three missions: collecting letters to spell out the car names, knocking a beach ball through a short course (sounds simple, doesn't it? Just wait...), and navigating a short stunt circuit in a remarkably brief time.

While the somewhat slippery controls and noticeable draw-in (especially annoying considering the nondescript graphics) keep Wild Wild racing from excellence, the solid engine and good challenge level make it an above-average racer. Calling it "wild"—not once, but twice—may be a bit of a stretch, but it's certainly diverting.

Final Score ●●●
Joe Rybicki

Players: 1-2
Memory Card: 68 KB



Wild Wild Racing

WHO SAID FANTASIES HAD TO BE FINAL?

> **"WONDERFUL VISUALS OF AN EXPANSIVE NEW ENVIRONMENT TEEMING WITH FANCIFUL MAGIC AND FASCINATING MONSTERS."**
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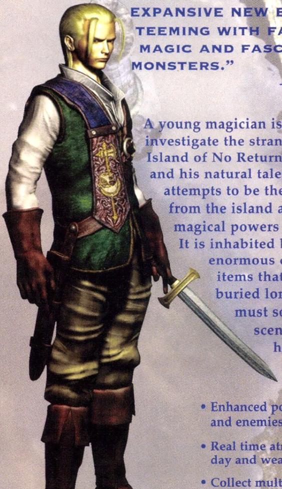
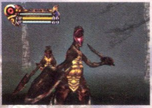
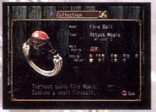


PlayStation.2
NTSC U/C
ETERNAL RING
TEEN
ESRB
agetec

A young magician is sent by his King to investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive. Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring.

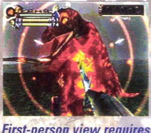


Terrifying monsters inhabit the island of No Return



Gather magic rings to cast devastating spells

- Enhanced polygon graphics of giant dragons and enemies in a completely 3D world.
- Real time atmospheric effects include time of day and weather FX.
- Collect multiple magic rings to build an arsenal of offensive and defensive spells.
- First-person perspective in an RPG adventure where your combat skills will rely more on magic than swordplay.



First-person view requires precise combat skills

ETERNAL RING™

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TEEN
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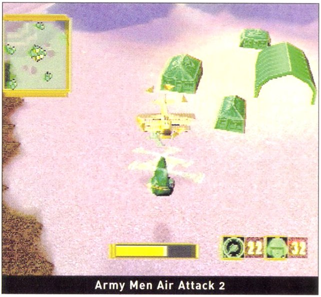


Army Men Air Attack 2

Army Men Air Attack 2

Publisher 3DO
Developer 3DO
Web Site www.3do.com

No matter what you (or more to the point, I) may say about the saturation of Army Men games, the overall adequacy of the Air Attack series cannot be denied. And so I approached Air Attack 2 with a cautious enthusiasm equal to the trepidation with which I approached the latest World War disaster. And I wasn't disappointed.

Sure, Air Attack is shamelessly derivative of EA's Strike series. And sure, the game features basically the same characters, settings and storylines of all the other Army Men games. But what sets these apart from the others is the **sheer competence and entertainment level** you'll find within—features that tend to be lacking in other Army Men titles.

Of course, no real new ground is broken here, but that's not entirely bad. I'd rather play what amounts to a mission expansion pack than risk the designers tinkering with the wholly adequate gameplay of the original. That's not to say there aren't any new features, though: Most noticeable is the increased role of the 'copter's winch mechanic. You'll now end up using the thing to flip levers, transport supplies, even attack enemies by slinging large objects in their direction.

It does seem like **the framerate has dropped a bit**, and pop-up appears to be on the rise, but neither of these is enough to seriously damage an otherwise solid game.

Final Score ●●●◖

Joe Rybicki

T
Players: 1-2
Memory Card: 1 block

Army Men World War: Land, Sea, Air

Publisher 3DO
Developer 3DO
Web Site www.3DO.com

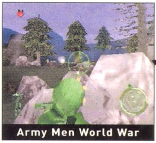
It's apparently not bad enough that the World War games are riddled with bugs, wildly unbalanced levels of challenge, control issues and cheap deaths. But do we really need one of these EVERY FOUR MONTHS?

What's most frustrating is that World War *could* be an intense nail-biter of a game—an ironically realistic combat sim. So here's a hint, folks: Spend twice the time on a single game and release half as many. I guarantee you'll come out ahead.

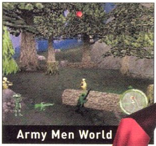
Final Score ●◖

Joe Rybicki

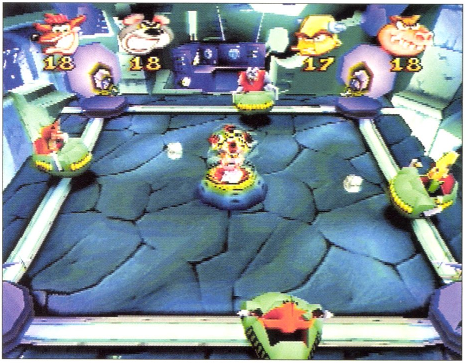
E
Players: 1-2
Memory Card: 1 block

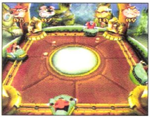


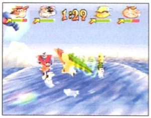
Army Men World War

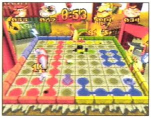


Army Men World









Crash Bash

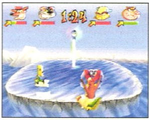
The bandicoot's last party?

Publisher SCEA/Universal
Developer Eurocom
Web Site www.playstation.com

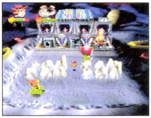
So, this is Crash's answer to Mario Party, is it? As we see the series following remarkably similar trends to its rival on the N64, it's safe to say that we had some very high hopes for Crash Bash. The series has got itself to the point now where people get excited about it regardless. Come Christmastime this will no doubt be high up on the charts, reeling in the cash. So is it a worthy million seller? Er, no.

All four previous Crash games have been instant classics. They were enjoyable, had plenty to offer, and boasted a certain charm that made gamers of all ages crumble to Crash's every whim. Unfortunately, it seems now that our hero's switched to a new developer and a new controlling company (Universal is now holding his leash), **the quality has dropped dramatically**.

Crash Bash is a pretty basic party game. It's best played with four players, and the structure is as simple as it comes. You work your way through challenges or through an "adventure" by playing minigames to open up prizes. It's worked remarkably well for other franchises, but Crash really falls flat on his face. The main problem is that it just seems badly thought-out. **There's no real motivation to work your way through everything because** a) you don't feel any sense of achievement and b) there's not enough variety to the minigames. Although there are lots of different "events" for you to play (see our feature if you want a peek at all of them), most of them are nothing more than slight tweaks to an underlying concept. You have a four-player Pong thing, a pogo-stick Qix/Painter thing, something that has some Pengo-ish elements, a "push the other guys out of the arena" game, a Tank Battle variant,



something that looks remarkably like the old classic Super Sprint, and that's pretty much it. To be honest, I was expecting buckets of imagination and cool ideas; instead we get **the same few rehashes of old 8-bit games** with different variations each time. We played a prolonged session here in the office and it wasn't exactly a "party," I can tell you. The general consensus was that it "**could be good for kids**" but not in the same way the other Crash games were. All the previous games had what I like to call the "Muppet quality," where kids like 'em because they're silly, but adults can see more in them. Crash Bash fails on this front and I found the whole thing a bit snoozy. You probably won't be inventing drinking games to accompany this, unless of course you really have nothing better to do. As for playing it alone... forget it. You can probably open up all the levels if you're really diligent, and you may very well get to the "special secret" area where you get to play a game with some dragons, but you have to stick with it for hours (and the load times aren't great) if you're going to get that far.



What a terrible, terrible shame. And from our brightly colored cover-boy too. As Jason Rubin says in our feature, these are the "Fat Elvis" days for Crash. Let's hope that when he moves to PS2 with Universal things don't deteriorate any further.

Final Score ● ● ◖

John Davison

Players: 1-4
Memory Card: 1 block

REAL LIVE BASH

John Who wants to do this Crash Bash thing, then? It's a party game, so it'll be fun. Really it will. As long as you like old-style arcade games. Like Pengo or Pong.

Joe OK. What's Pengo?

John You were a penguin and you threw things at each other.

Sam I think Crash Bash is cool. I wanna play.

[game loads...slowly]

Joe It's just like Pong.

Sam It's fun. Let's try the pogo thing. I really like this. I played it at ECTS and it was great.

[much Pogo playing ensues]

Joe This is boring.

John I'm not having any fun

Sam Shuddup! It's cool.

[another level is loaded, this time one of the tank battles]

John It's like Combat on the 2600 mixed with Bomberman.

Joe Only it sucks.

Gary I want to play. I want to be Coco because she's a girl and I like her.

John Go for your life. It could be OK with four players. Hmm. No. Apparently not.

Gary Little kids will probably think this is OK.

John But everyone keeps going on about how Crash is supposed to appeal to everyone. Don't kids have more sophisticated taste than this? This was clearly the recipient of a funectomy during development.

Joe I'm not having a good time. Let's try one of the polar bear pushy level things.

[level loads]

John It's just different variations of the same thing over and over.

Joe Zzzzzzzz. Wha? Huh?

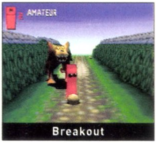
Sam How much longer are you going to make us play this?

Gary ...

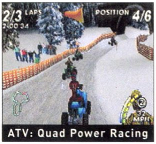
John Gary?

ATV: Quad Power Racing

Batman Beyond



Breakout



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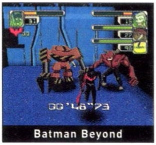
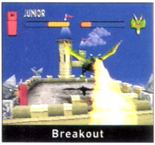


Batman Beyond



Breakout

ATV: Quad Power Racing

Publisher Acclaim
Developer Climax
Web Site www.acclaim.com

I've never yawned during a racing game before. At least that was the case before I booted up the snooze-fest known as ATV: Quad Power Racing. As I slowly moved my all-terrain vehicle through the woods, the desert and snow, there were times during some "races" when **I'd fully zone out into a hypnotic daze**. Then my racer would make a sound like the scientist on *The Simpsons* as he fell off of his four-wheeler when it came to the bottom of a hill (yes, that's all it takes sometimes), and I'd snap out of it. Any time I did manage to keep conscious, I was constantly hitting the tougher courses' walls, some of which appear to be composed of one solid tree. But most of the time I was just plain bored, as I felt the sensation of a virtual riding lawn mower. I'm surprised Acclaim didn't splurge for a big-name license so they could call it Toro Invitational 2001.

In all fairness, though, there are a couple cool things about ATV: QPR. For instance, **your ATV won't slow down if you take it off of the course**, which often leads to finding shortcuts. There are even times when you can get some serious air over hills. Strange as it may sound, though, the game's biggest highlight is its interface, which actually sort of pumps you up—only to let you down shortly after. Unless you're an insomniac tired of taking Nytol, of course.

Final Score ●

Chris Baker

Players: 1-2
Memory Card: 1 block

Batman Beyond: Return of the Joker

Publisher Ubi Soft
Developer Kemco
Web Site www.ubisoft.com

The Joker lives. No, I'm not talking in a "you thought he was dead in the Batman Beyond universe, but he's really not" sort of way. I'm talking real life here—and he makes a living not through criminal means, but with a top-secret high-ranking position at Ubi Soft. Need proof? Just play a little Batman Beyond: Return of the Joker.

How else can you explain the game's **insane difficulty**? Though the first level of this Final Fight wanna-be might not keep you down for so long, once you hit stage two—the one where you first see the Clown Prince of Crime—you're going to need the drive and determination of Bruce Wayne after his parents were gunned down in order to make it much further. And **don't count on saving your game** once you complete a level—apparently, developer Kemco is still stuck in the days of the NES when you had to play through an entire game—16 stages—in one sitting in order to finish it. So, realistically, you just can't beat the Joker! Just the way he'd want it.

But what really convinces me that the maniacal Gotham menace green-lighted this game for Ubi Soft is what all grand criminal schemes come down to—money. After all, isn't laying down $40 for a waste of plastic like this as good as having it stolen from you? Do yourself a favor and just buy the DVD the game's based on.

Final Score ◖

Chris Baker

Players: 1
Memory Card: N/A

Breakout

Publisher Hasbro Interactive
Developer Supersonic Software
Web Site www.hasbro-interactive.com

It starts out innocently enough, with Bouncer and his buds enjoying a leisurely game of beach volleyball. But wait! Here comes the evil Batnix! And he's captured your friends! And (*gasp!*) he's got the luscious Daisy in his evil grip! And he's gonna take over the world!

Yes, I'm talking about Breakout. And yes, it does have **a somewhat absurd story mode**. In fact, Hasbro has achieved a relatively extraordinary feat in imbuing an otherwise lifeless stick with tons of personality (maybe Keanu Reeves should hire the game's development team as an acting coach). Your quest to save your gal, your pals and the universe takes you through some kooky levels, from a prison (where you have to...break out) to a farm (where you're corralling sheep, fighting off hens, and duking it out with some ducks) to a medieval castle, a factory and even outer space.

Hasbro has come up with some innovative twists on the Breakout formula, and has thrown in some extras like some nutty chase levels and a few puzzle-based missions. But while fun, **the whole game can be finished in about two hours**, and there's little incentive for more than a handful of replays. If the multiplayer levels weren't so tedious, I'd be able to score Breakout a bit higher. As it is, though, one disc for each hour of fun ain't too bad in my book.

Final Score ● ●

Gary Steinman

Players: 1-4
Memory Card: 1 block

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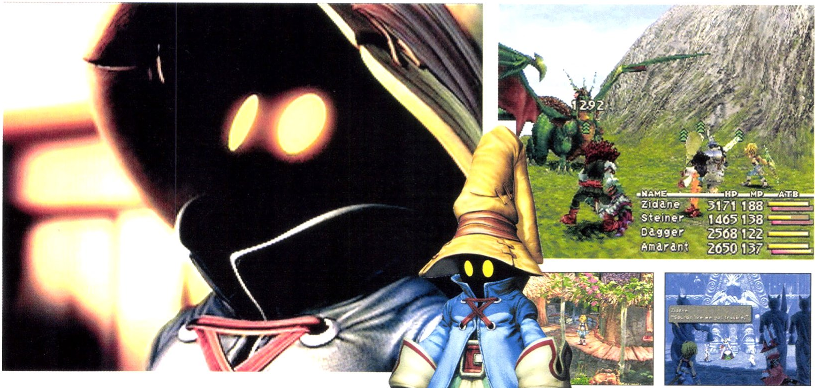


Vivi faces an impossible decision: Would he be willing to sacrifice the future of his "species" in order to save the future of humanity?

Final Fantasy IX

The final PS one Fantasy is the best one yet

Publisher Square EA
Developer Squaresoft
Web Site www.squaresoft.com

What a difference a year makes! Last October, when we reviewed Final Fantasy VIII, we called it a "masterpiece," saying it surpassed the incredibly high expectations put on the game and stood "far above the pack as the best PlayStation RPG so far."

And now, after investing countless delightful hours in the thoroughly enchanting sequel, I can comfortably say the same thing about Final Fantasy IX.

Check that. FFIX isn't the best PlayStation RPG "so far." It is, without reservation, the best PS one RPG *ever*. It's that good.

While many have described this as a throwback to earlier Fantasies, I'm here to say instead that **this is the ultimate evolution of the series**, with the finest battle system, the most sympathetic characters, the most engrossing storyline and the clearest art direction yet. And while the music isn't the pinnacle of the series (I'm still partial to the finely crafted tunes in FFVII), it is the best FF soundtrack on the PS one.

What's more, the game is a stunning graphical achievement. The 3D characters are extremely detailed, with a distinctive style that extends from the main cast all the way down to the most inconsequential storekeep. The rendered backgrounds straddle the line between sharp CG graphics and hand-painted art. And the world is full of little details that bring it to life: You'll see your breath as you wander through a snowy area, or marvel at small touches like dancing flames and flowing water. Some areas even have looping FMV integrated into the backgrounds.

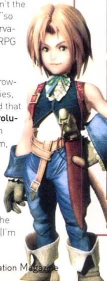
And the cinemas—my goodness, they're sweet! Not only are they stunning to look at, but they're also well-directed and perfectly timed to appear at all the right moments. **Each FMV sequence actually advances the story**, rather than just being a nice technology showcase. You'll be amazed at how much emotion these cinemas can convey.

The writing is also a treat. **The translation is clean and conversational**, the story is full of light humor, and the plot is easy to follow. The whole thing has that effortless feel that's a hallmark of some of the best fiction.

Like any RPG, though, the real meat of the game is the battle system, and once again FFIX rises to

MINIREVIEWS FOR MINIGAMES

Chocobo's Dream World



One of the hallmarks of the Final Fantasy series is its numerous and addictive minigames. So how does the current batch of diversions stack up? Here's the lowdown:

TETRAMASTER

As someone who completed the entire Triple Triad deck in FFVIII, I felt more than qualified to judge this one. But here's the rub: Square decided to be coy about the rules for Tetramaster, leaving it up to the gamer to figure it out. Not smart in my book, especially since the rules are quite complex. I eventually learned some of the nuances from XG's Slim Miller, but even then the game remained a mystery.

Final Score: *incomplete*

CHOCOBO HOT & COLD

Hunt and peck for items and treasures with Square's legendary mascot. It's simple, fun and rewarding (you gain plenty of valuable items). It's also got a hidden side quest attached to it.

Final Score: ●●●●

FROG CATCHING

Not that fun, but decent in small doses. However, catch enough frogs and the payoff is well worth the effort...

Final Score: ●●●

MOGNET

Not only do moogles serve as save points, but they also have a network of buddies who exchange letters among each other. They'll ask you to deliver their missives, and if you do, you might learn some interesting things about the world you're in. Keep an eye out for the mysterious Stiltzkin. Who'da thunk that saving your game could be so much fun?

Final Score: ●●●●●

OTHER

Throughout the game, you'll encounter everything from footraces to jumping rope to timed hunts and chase sequences. All these games go a long way to help break up the action. You'll also be rewarded for collecting and distributing special items—a treasure hunter's dream!

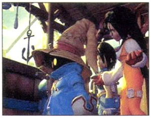
Final Score: ●●●●

the top. FFIX marks the return of the "job" system, in which characters have different classes that encompass different skills and abilities—Zidane is a thief, Vivi a black mage, Steiner a knight, and so on. For me, one of the biggest weaknesses in the previous PS one Final Fantasies was the fact that each of the characters was basically the same, with slight variations in abilities. But this time around, a magic user is a magic user—don't expect to do any great damage by bashing monsters with Vivi's wand. On the other hand, Steiner's strength might be unmatched, but never will he be able to pull off a summoning spell.

Which brings me to another improvement: **no more endless summoning animations**. You get the full versions of these spells the first time you cast them, but afterward it's severely truncated, with the big splash occurring only occasionally. It's almost as if Square finally realized they don't have to prove their technical wizardry in each and every battle, and the result is a much quicker pace to the frequent fights.

FFIX has also replaced the Junction/Materia systems with a much simpler, yet eminently deeper Abilities system. Characters can learn different skills from the items they equip, allowing you to greatly customize your party. It's deceptively simple, though, as you can do all kinds of complex things like combining abilities for different effects—and yet the whole thing feels quite natural and is remarkably easy to use.

But what really won me over is the memorable cast of characters, including my all-time favorite, Vivi (he's the real hero of this game, if you ask me). These are the kinds of people that I'd actually invite into my house for an intimate dinner (try saying that about Cloud or Squall). And while many of the cast are fanciful creatures, they're **the most "human" characters that I've ever encountered in a game**. You'll have ample time to get to know all of them as the game branches and twists, sending different party members in different directions on different quests. This leads to plenty of dramatic moments, with the game switching between groups and following separate storylines. In fact, it wasn't until I was more than 30 hours in to FFIX that I finally had all my characters together and was able to assemble a party of my choosing. And believe me, this was a good thing, as I truly enjoyed being "forced" to use all my characters throughout the game, rather than having a stable of party members that merely warmed the bench.

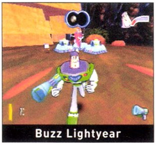


In case you haven't figured it out by now, I love this game. It's the best Final Fantasy, the best PlayStation RPG, and one of the best experiences I've ever enjoyed in all my years of gaming.

Final Score ● ● ● ● ●

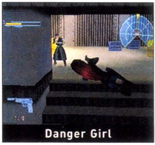
Gary Steinman

Players: 1
Memory Card: 1 block

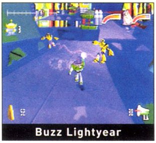


Buzz Lightyear

Cool Boarders 2001

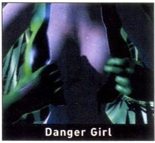


Danger Girl



Buzz Lightyear

Cool Boarders 2001



Danger Girl

Buzz Lightyear of Star Command

Publisher Activision
Developer Traveller's Tales
Web Site www.activision.com

Playing Star Command is a lot like having a conversation with a model: There might not be much substance there, but it sure is nice to look at. Star Command, based on an animated series starring *Toy Story*'s Buzz Lightyear, uses a relatively new graphics technique called cel shading, which gives 3D games a 2D look similar to hand-drawn cartoons. The effect is quite dramatic, especially in a PS one game, and it adds a nice stylistic flair to the game.

Once you start playing, though, you'll find that Star Command is **a strange brew of disjointed game ideas**. In each level, you have to race the villain to his getaway spot. Along the way, you'll be rescuing Little Green Men, destroying bombs, blasting enemies and collecting "credits." When you reach the getaway spot, the obligatory boss battle ensues. After beating the level, you unlock a time trial and a bonus level (both of which you'll need to complete in order to unlock later levels).

This **muddy mix of platformer, shooter and arcade racer** doesn't quite work, largely because the control is lacking (it needs a lock-on feature, especially for the boss fights), the camera is too jumpy, and the levels are uninspired. The game has its moments, and the fresh approach is nice, but it's not enough to overshadow Star Command's flaws.

Final Score ● ● ◖

Gary Steinman

Players: 1
Memory Card: 1 block

Cool Boarders 2001

Publisher Sony CEA
Developer Idol Minds
Web Site www.sony.com

The only "cool" thing about Cool Boarders 2001 is the icy-cold anger you'll feel, head-to-toe, for accidentally buying it. Oh, you haven't bought it yet? Then don't.

CB2001 is an abomination; an avalanche in the face of technological advances. While stellar extreme franchises like Tony Hawk's Pro Skater challenge the PS one's limits, we've got CB2001 checking in with such **an embarrassingly limited trick set**, you'll want to take short naps between jumps.

While I'm on the subject of tricks, one of the so-called moves is named Sad Air. That pretty much sums up all the tricks if you ask me. They're sad, uneventful and you'll find a sadistic pleasure in lip-skidding your boring-ass boarder into a plain of greyed-over snow.

As for the game's pluses, the tracks look like crap. Oh, sorry, I meant to talk about the good stuff. Well, then, **the Create-a-Boarder is pretty cool**. You can alter all kinds of details to create your perfect likeness. But once you're finished constructing a doppelganger you end up having to play the game. And, well, that really sucks.

It's pretty obvious that I hate this game, and if you play it, chances are, you'll hate it, too. Don't waste your cash. Falling through the thin ice of a frozen pond offers more adventure and much more fun.

Final Score ●

Todd Zuniga

Players: 1-2
Memory Card: 1 block

Danger Girl

Publisher THQ
Developer n-Space
Web Site www.thq.com

If you know much about hit comics released in the past few years, you're no doubt familiar with *Danger Girl*, J. Scott Campbell's hit Cliffhanger!/DC series featuring a team of buxom secret agents—sort of a *Charlie's Angels* meets 007. You probably also know that each edition is notoriously late so that Campbell and his crew have ample time to put out a quality issue. It's too bad that n-Space didn't follow this non-punctual procedure for the video game version.

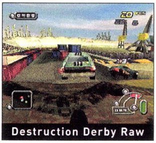
As a Tomb Raider-like action/adventure (especially with not one, but *three* playable characters with Croft-like measurements—who show even more skin), Danger Girl isn't horrible; it's just that **so many little things add up to make it reek of mediocrity**. A typical example: Each Danger Girl can execute a very cool side leap (as pictured above)—it's just that the jump spans a good 15 feet, even with only one step of momentum. Also, enemy goons define "stupidity," often unable to figure out you're there even if you've taken out a comrade standing near them. But what really irks me is how each of the game's 12 missions, each lasting roughly 20 minutes, requires you to start at the level's very beginning if you die. Frustration!

Still, part of me can't stop playing because of the story and lighthearted attitude that **perfectly represent the comic**... Or maybe it's just the T&A.

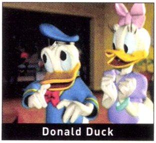
Final Score ● ● ◖

Chris Baker

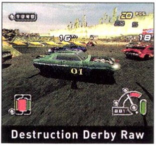
Players: 1
Memory Card: 1 block



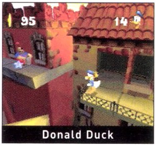
Destruction Derby Raw



Donald Duck



Destruction Derby Raw



Donald Duck

Destruction Derby Raw

Publisher Midway
Developer Studio 33
Web Site www.midway.com

I think there's a little something in us all that loves to see cars smashing into one another. Perhaps it's the sheer power behind the impacts, or perhaps it's the act of inflicting costly damage on a piece of machinery. Whatever the case may be, the destruction of automobiles has certainly made the Destruction Derby series a successful one. Previous installments were developed by veteran auto wreckers Reflections (also known for Driver), but when the series passed hands to Midway, so did the development duties—to a crew called Studio 33. Thankfully, Studio 33 has done **an admirable job of keeping the Destruction Derby spirit alive** and has thrust new life into the series with better controls and driving physics.

DDR is just simply a lot of fun thanks to how natural the cars handle. **Smashes, jumps and turns just feel right**, and once you get the hang of the power-slides and reverse pull-outs, the game starts to get really addictive. Thankfully, there are loads of tracks, and to win them all, one must master both racing and smashing into opponents to earn points. There are also multiplayer options, but due to the smaller screen, these aren't overly enjoyable.

The music and sounds both more than make the grade, resulting in an overall solid new DD package. Fans of the series should check it out.

Final Score ●●●●

Sam Kennedy

T **Players: 1-4**
Memory Card: 1 block

Donald Duck: Goin' Quackers

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubisoft.com

Back in the heyday of the Sega Genesis, the Disney license actually meant something, due to a handful of great games like Mickey's Castle of Illusion. Since then, though, Disney titles have lost their luster, often devolving into mediocrity aimed solely at milking a marketable license.

Ubi Soft's new game goes a long way toward resurrecting Disney's former glory, for many of the same reasons that those older games became classics. Despite being 3D, Goin' Quackers is as old-school as it gets: It's basically **a tightly focused platformer that's completely on rails** (no free exploration here), using only two controller buttons (one for jumping, the other for attacking).

But here's the main problem: **It's not clear who the game's intended audience is**. Goin' Quackers starts off like a kid game, with the levels in the first world being painfully easy. But the challenge quickly ramps up, to the point where it takes multiple lives to get through some areas. The game also suffers from questionable collision detection and a lack of balance. Moreover, it can be finished in just a handful of sessions, severely limiting the overall play time.

Though it's not quite an instant classic, Goin' Quackers is a fun throwback, and the extras, like unlockable bonus levels and time trials, are worth the effort, giving the game a modest amount of replay value.

Final Score ●●●

Gary Steinman

E **Players: 1**
Memory Card: 1 block

Medal of Honor Underground

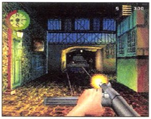
One order of French-fried Nazi, to go

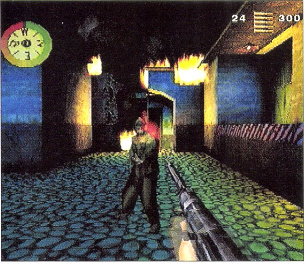
Publisher Electronic Arts
Developer Dreamworks Interactive
Web Site www.ea.com

While perched up next to a window looking down upon a dimly lit street below, I recalled just how similar my predicament was to one of the soldiers in *Saving Private Ryan*, which I had just seen on DVD for the first time a few weeks before. You see, there I was, looking down at the street, waiting for the first rumbles of a tank said to be coming my way. I knew that at any second it would arrive, and with it hordes of soldiers. I also knew that come time I would be required to spray the entire scene below with bullets from the machine gun in my hands, finger slightly giving pressure to the trigger. Although I knew I was only playing a video game, just for a short while I believe I was given a small insight into how that character in the movie must have felt at the time.

As with the original Medal of Honor, Underground is one of those games that envelopes you with its atmosphere and presentation. **Everything from the music, to the level design, to the historical authenticity is just so well done that it makes it so easy to overlook any faults.** Those of you who've played the original should pretty much know what to expect from Underground, as very little has changed. But it's nonetheless a fine sequel and will no doubt satisfy those who have been patiently awaiting its arrival.

The graphics in Medal of Honor Underground aren't very different from the original, so if you're one of those people who couldn't get used to them before, you're not going to like them now. Personally, I think **the game looks awesome for the PS one**. The detail in a lot of the levels is really high, so I can accept





some of the hits to the frame-rate and a little bit of graininess.

As expected, **the level design in Underground is simply superb**. The stages you must traverse are huge, ranging from forests, to castles, to city streets. This time around there are also support characters that will even fight alongside you. Plus, you're treated to lots of enemies in moving vehicles, including different sorts of trucks and motorcycles.

The original Medal of Honor received much acclaim for its incredible orchestrated soundtrack from composer Michael Giacchino. Not surprisingly, the sequel perfectly follows suit with another dose of music that brilliantly accentuates the game's intensity, as well as the World War II atmosphere.

If there's any big change that has been made for the Medal of Honor sequel, it's that **the enemies are now a lot smarter**. They'll duck for cover, they'll work in groups to get you—this time around the AI is pretty impressive. That's good, though—Underground features a bigger challenge than the original, which should no doubt excite fans.

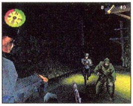
Overall, Underground is the perfect new game for big fans of the original. And judging how popular it was, a whole lot of you should be playing this soon. Now I can't wait for part 3 on the PS2!

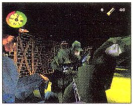
Final Score ●●●●

Sam Kennedy

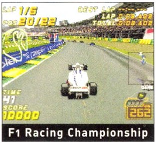
TEEN
Players: 1-2
Memory Card: 1 block

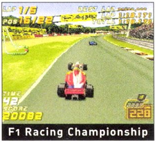
EARN THAT MEDAL





One scene in Medal of Honor Underground has you riding in the sidecar of a speeding motorcycle. The cool part is, the sidecar is fitted with a mounted machine gun. Now you can blast away Nazis at high speed. Or don't, and simply let your driver run them over (as shown in the lower of the two screens).


F1 Racing Championship


F1 Racing Championship

F1 Racing Championship

Publisher Ubisoft
Developer Video System
Web Site www.ubisoft.com

You've got to admire the Video System guys for their persistence with F1 game development. How many is this they've worked on now? I've lost count.

As with many previous F1 games for PlayStation, **this is actually a simulation of last year's season**, so if you're looking for the new Jaguar team you're going to have to wait another year. What you do get, though, is the presence of young Mr. Villeneuve, someone who's usually far too expensive to license for video game use. Maybe now that he's proven himself to be a lot *less* of a driver than he actually thinks he is, his price has come down?

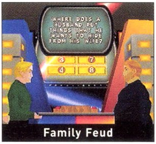
So what does this F1 game do that the other 457 out there don't? Well... it's a competent arcade experience and it has one or two great ideas in it. Top of my list is **the nifty "school" mode where the game actually teaches you how to drive** each track by indicating road positioning and most importantly, braking points.

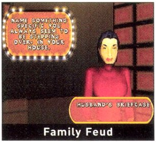
Unfortunately though, it also suffers from a laundry list of bad points like **twitchy, over-sensitive controls**, a lack of discernable difference in handling between arcade and simulation modes, sound effects that sound like they were recorded in a toilet cubicle, and brakes that lock up a nano-second after you apply them. It's not something I can really recommend I'm afraid.

Final Score ●●◖

John Davison

EVERYONE
Players: 1-2
Memory Card: 1 block


WHERE DOES A HUSBAND PUT THINGS THAT HE WANTS TO HIDE FROM HIS WIFE?
3
7
4
8
Family Feud


NAME SOMETHING SPECIFIC YOU ALWAYS SEEM TO BE STEPPING OVER IN YOUR HOUSE.
HUSBAND'S BRIEFCASE
Family Feud

Family Feud

Publisher Hasbro Interactive
Developer Artech Studios
Web Site hasbrointeractive.com

As far as the video game version of the latest incarnation of *Family Feud* goes, Hasbro has certainly provided the necessities: the basic rules, 1,500 survey questions, and the all-important inclusion of host Louie Anderson. **Fans of the show should dig it.**

But that's not to say that Family Feud is without its faults—far from it. Step up to the podium, for example, and you're not likely to finish reading the question before the computer family buzzes in. Fortunately, this usually doesn't make a difference when they answer a question like "Name something you turn down at night" with "hearing aid."

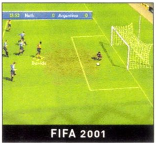
But **my biggest problem with Family Feud lies in its very practicality as a video game**. Odds are, you won't often have the 10 people gathered together in order to get the most out of the game, and you'll have to think up every answer by yourself or with limited help. This makes things very tough. And remember: the Fast Money round requires two different contestants with the same questions—it just doesn't work unless you have enough people.

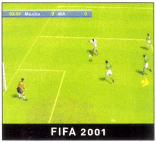
But if you're looking for an easy game for all of your family members to get into and play together, Family Feud just might do the trick. You can also re-create everyone with Create A Family—even if it does give Mom the proportions of Lara Croft.

Final Score ●●●

Chris Baker

EVERYONE
Players: 1-10
Memory Card: 1 block


FIFA 2001


FIFA 2001

FIFA 2001 Major League Soccer

Publisher EA Sports
Developer EA Sports
Web Site www.easports.ea.com

Todd and I have spent a lot of time with both versions of FIFA 2001 this month, and it has to be said that the PS one game is actually a remarkable achievement. While the PS2 game is getting kudos for its visual splendor, the PS one version manages to capture a lot of the gameplay elements and produce **yet another great game in the series**.

The presentation is probably the best we've seen yet from the series, but the new stuff that's really worth paying attention to is actually quite subtle. We've always had a bit of a problem with the way the AI works when it comes to defense and I have to say that **I think they might have got things right this time**. The accompanying blurb with our review copy claims that the defenders mark better now, and especially so in their own half, and this is very probably true. It also has to be said that the players appear to be much more in control of the ball than in previous games. A lot of this is due to animation (which is noticeably better than in last year's game) but it does help things "feel" just right. The new presentation is also worthy of note. I really like the more elevated default camera angle, as it helps make things very playable. I also must applaud the seamless commentary.

It took a while to grow on me, but FIFA 2001 may be the best yet. Try it.

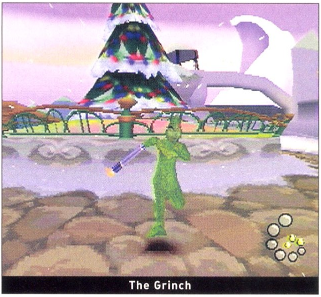
Final Score ●●●●◖

John Davison

EVERYONE
Players: 1-4
Memory Card:1 block

Galaga

Galaga



The Grinch

Galaga: Destination Earth

Publisher Hasbro Interactive
Developer King of the Jungle
Web Site hasbrointeractive.com

Gamers who remember the heyday of the arcade should feel a healthy blast of nostalgia headed their way with Galaga: Destination Earth. While not without its major flaws, the sequel to the classic Namco shooter from 1981 should please the less discriminating gamers of the world who just want to relive the games of yore in a more contemporary way.

For starters, GDE's new look **manages to maintain a solid sense of familiarity**, despite mostly occurring via a 3D, behind-the-ship, StarFoxian perspective. It's quite the stretch from the top-down vertical view established by Space Invaders and Galaxian (which, along with Gradius-like side-scrolling, is also present), but there's no denying the Galagatism of this game: Insectoid spacecraft come at you in crazy, unpredictable formations; fail to eliminate them right away, and they'll really bug you (no pun intended) by attacking you from behind. And who can forget those green ships that made a habit of sucking you in with their tractor beams? They're here, too. You can also reclaim a sucked-in fighter for twice the firepower or, better yet, even pull in an enemy craft!

Still, GDE's **nostalgic value probably won't hold for today's gamer**, who might not get over the game's occasional pop-up, slowdown and overall average graphics. But it's still a solid rental for us ol' timers.

Final Score ●●◐

Chris Baker

TEEN T
Players: 1
Memory Card: 1 block

The Grinch

Publisher Konami/Universal Studios
Developer Artificial Mind & Movement
Web Site www.konami.com

With Christmas upon us, and gift-giving near,
Here's a sure way to ruin holiday cheer:
Buy The Grinch, slip it under the tree,
Wrap it up nice, then snicker with glee.
For nothing will dampen a child's joy
Like receiving an utterly worthless toy.
Konami's new game may have good intentions,
But nothing disguises its poor animations.
With **graphics unpolished and glitches aplenty**,
Pop-up and seaming and mistakes elementary,
Levels so barren, backgrounds so bland,
Horribly ugly—it's just out of hand!
Yet The Grinch is more than a loathsome eyesore,
For the gameplay is an annoyingly awful chore.
The sluggish control is no Yuletide treat,
The simplest task is a thumb-numbing feat.
Moments so cheap it just isn't fair,
Collision-detection that's beyond repair.
The voice-acting's solid, the music is charming,
But still the game is simply alarming.
Avoid The Grinch—it's without hope,
Or foist it on a child if you're a true misanthrope.

Final Score ●◐

Gary Steinman

EVERYONE E
Players: 1
Memory Card: 1 block

Jeopardy! 2

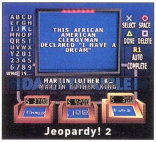
Publisher Hasbro Interactive
Developer Artech Studios
Web Site hasbrointeractive.com

I can't say that all of the new additions to this installment of the Jeopardy! franchise make it much better than before—but **they certainly don't hurt**. In addition to 4,200 new "answers," you've also got behind-the-scenes interviews, Tournament of Champions mode and, best of all, a sample 50-question exam just like those given at tryouts for the show. And you just can't beat the way the game tracks each player's stats. Now, if only Trebek read the questions instead of Johnny Gilbert...

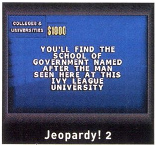
Final Score ●●●●

Chris Baker

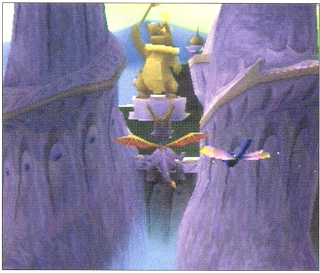
EVERYONE E
Players: 1-3
Memory Card: 1 block



Jeopardy! 2


COLLEGES & UNIVERSITIES
$1000
YOU'LL FIND THE SCHOOL OF GOVERNMENT NAMED AFTER THE MAN SEEN HERE AT THIS IVY LEAGUE UNIVERSITY

Jeopardy! 2



Spyro: Year of

Plagued by excellence

Publisher Sony CEA
Developer Insomniac
Web Site www.playstation.com

Forget for a moment that your girlfriend falls all over herself cooing about how *cute* Spyro is. Forget about the ultra-simplicity of the original game and the sometimes uneven challenges in the still-excellent sequel. Forget about the pastel graphics and that smarmy schoolboy voice that makes you want to shove the little purple bugger down and steal his lunch money. Forget all that, and pick up a controller, and *play* Year of the Dragon.

Now try to put it down. I dare you.

Because what I've noticed most this time around is how hopelessly addictive these games really are. Here we are, backs to the deadline wall with more review games than we've ever had in a single month (52, you hear me? *Fifty-two!*), and I'm bounding about these huge cartoon levels hunting down every last gem, every last egg, making excuses to keep playing just a little longer. Need more screenshots... Got to try to beat the developer's high score in the skateboarding level... I'm just killing time until my computer reboots, honest. I can quit anytime I want.

Get my drift? And I finally realized what it is that's so addictive about these games: Spyro 3 is **so damned easy to do well at** from the start that by the time the difficulty starts ramping up, you're irrevocably hooked.

But that's not enough for the folks over at Insomniac, oh no. They had to throw in **a ton of new minigames** to draw helpless players in even further. Skateboarding. Yeti boxing. Even shooter levels, for Pete's sake!

And then they had to diversify the gameplay even more by allowing you

the Dragon

to play as a number of entirely new characters with unique gameplay mechanics. And they just *had* to do it in such a way that it always seems possible to do just a *little* bit better...

And they couldn't tone down the graphics, oh no. They had to maintain the **stunning, unique visuals** of the previous games, even improving them in spots. And they just *had* to bring back Stewart Copeland's weirdly compelling musical score; this time around it's even more intriguing.

And then they had to go and fine-tune the cinematic sequences so that they're so genuinely entertaining—and often laugh-out-loud hysterical—that I just can't bring myself to skip past them anymore. Even Spyro's infuriatingly snotty voice seems to have been toned town enough to be palatable.

And as far as the cute factor goes—forget it. One look at a baby dragon doing the Funky Chicken (yes, I'm serious) and you'll be "Awww"-ing right along with that gal of yours.

Didn't Insomniac realize that we have pride? That we have dignity? No, they just *had* to make Year of the Dragon one of the most widely appealing platform games ever.

Bastards.

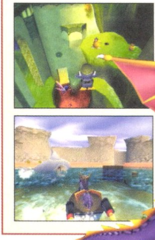
Final Score ●●●●●

Joe Rybicki

Players: 1
Memory Card: 1 block

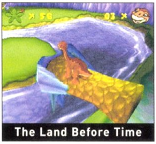
CRUEL, CRUEL VARIETY

By far the most pervasive adjustment made to Spyro 3 is the addition of widely varied minigames and alternate gameplay mechanics. Top: Sgt. Byrd, a flying penguin, delivers to Rhynocs death from above. Bottom: Spyro pilots a gunboat against a nuclear shark-sub in a kind of mini boss battle. See what I mean? Hopelessly diverse!



Knockout Kings

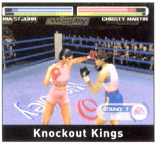
LENNOX LEWIS
MUHAMMAD ALI
ROUND 1



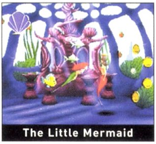
The Land Before Time

Looney Tunes Racing

TOUR 1/3
6EME



Knockout Kings



The Little Mermaid

Looney Tunes Racing

00:08.33
LAP: 1/3
6TH

Knockout Kings

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

If you wish to rat-a-tat-tat buttons in an attempt to savagely bludgeon a boxing opponent, Knockout Kings 2001 is *and* isn't the place. It's two boxing games in one, but it's up to you to choose the level of realism.

One facet of this fisticuffs fun is the brilliant Career Mode. You'll literally build your boxer with an ocean of options, then you'll start the other building process through training and climbing the boxing charts. **The Career Mode is way in-depth** and includes fan-forced rematches after you've pulped someone in the ring. The lone problem is that this mode tends toward being easy after awhile.

But say you just want to have a simple toe-to-toe skirmish with a friend, there's the arcadey Slugfest where you can throw right hooks and headbutts with similar efficiency.

This year's KK features the same cast of classic sluggers from Ali to Frazier, from Sugar Ray to De La Hoya. But there's also the addition of female boxers, including stunningly pretty and stunningly powerful Mia St. John, which is definitely cool.

But with all the above goodies, the best part of KK2001 is that **it feels like boxing**. When you have an opponent on the ropes, his mouthpiece rolling on the canvas, you'll feel adrenaline pour into your veins as you spin his/her head around.

Ultimately, this awesome effort brings video boxing to a new level.

Final Score ●●●●

Todd Zuniga

Players: 1-2
Memory Card: 1 block

The Land Before Time: Return to the Great Valley

Publisher Sound Source
Developer Realtime
Web Site soundsourceinteractive.com

Being a fan of *The Land Before Time*, our 4-year-old critic really liked the extended cutscenes driving the plot. She also liked the fact that you could play as lots of different characters from the films.

Unfortunately, while she enjoyed wandering around and picking up "Treestars," **the 3D engine was just too hard** for her in areas with jumping elements and places where she needed to line her character up precisely with objects in the world.

Final Score ●●◐

Bob and Kelsey Conlon

Players: 1
Memory Card: 1 block

The Little Mermaid II

Publisher THQ
Developer Blitz
Web Site www.thq.com

Our child specialist had a much more rewarding experience with the Little Mermaid. The interface was easy to understand, the challenge level built slowly but steadily, and the levels included lots of room for exploring and finding hidden items.

This game was **definitely made with young girls in mind**, and the "2.5D" engine makes the controls as simple and intuitive as possible. With plotlines following both *Little Mermaid* films, it's a nice first game for any preschool girl.

Final Score ●●●●

Bob and Kelsey Conlon

Players: 1
Memory Card: 1 block

Looney Tunes Racing

Publisher Infogrames
Developer Circus Freek
Web Site www.infogrames.com

It must have been Crash Team Racing that sparked the recent explosion of kart racers. That's not necessarily a bad thing; lots of these have been above-average, and Looney Tunes Racing is no exception.

Of course, most recent kart racers—including Crash Team Racing, to a certain extent—have been remarkably derivative, and Looney Tunes Racing certainly doesn't break much new ground. But there are a few new additions, like the ability to trigger environmental attacks—lightning, for example, or falling columns—by passing through Acme gates, and the Acme Challenge, a series of skill-based missions that offer **a pretty good incentive to keep playing** in an attempt to unlock new characters (a whopping 13 hidden in the game!) and features.

The thing is, these extra modes are really needed to prop the game up. It's **almost unbelievably easy** to progress from the "Rascal" circuit to "Stinker" and finally "Despicable"—maybe the work of two hours, max. While this does allow younger players to get into the game, it's not an acceptable challenge to anyone with any experience with racing games whatsoever.

Nevertheless, LTR does represent the license with wonderful faithfulness, from graphics and setting to voices, sound effects and music. It's a nostalgic experience...while it lasts.

Final Score ●●◐

Joe Rybicki

Players: 1-2
Memory Card: 1 block

Mega Man Legends 2

Mega Man Legends 2

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

In the past few months, C-Bake and I have reviewed several new action/RPGs, and in our discussions of other games in the genre, never once did Mega Man Legends come up. That's a shame, because the often-overlooked title was quite good, despite some persistent control and camera problems.

Not being a big Mega Man fan, I hadn't played many of the blue boy's games—and to be honest, Legends 2 really surprised me. **It's got a wonderful sense of humor, some wacky minigames and professional-quality voice acting.** The graphics may be a bit blocky, but they retain the 2D anime feel of Mega Man's classic adventures. Better yet, Legends 2 offers more of the same gameplay found in the first 3D Mega Man outing, but this time on a much bigger scale, with tighter control and a greatly improved camera. Using the left analog stick for movement and the right analog stick for camera control is ingenious; after playing Legends 2, I even found myself trying to use to this control scheme in my other review games, to no avail. Another nice touch is the variety of boss fights, which range from blasting away at enormous enemies to objective-based battles like protecting a base from marauding pirates. Throw in a cast of charmingly bumbling villains (one of whom has a noticeable crush on our hero), and you've got enough to convert even a Mega-doubter like me into a new fan.

Mega Man Legends 2

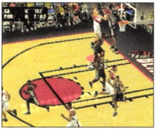
Mega Man Legends 2

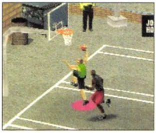
The dungeons, though, are all very similar, bordering on being repetitive; this ends up being the most significant problem. Plus, the boss battles are plagued with some cheap hits. Legends 2 does compensate, though, with its whimsical side elements that are sometimes even more diverting than the action sequences. I actually spent several hours, taking notes and consulting reference books, muddling through a preposterous 100-question quiz in order to gain a "very special item." At another point I had to seriously debate whether I should spend my hard-earned Zenny on a new fridge for my ship, an essential weapon upgrade, or a cuddly stuffed penguin for my gal pal Roll. A very quirky and altogether charming game.

Final Score ●●●◖

Gary Steinman

RP **Players: 1**
Memory Card: 1 block





NBA Live 2001

Go one-on-one with the great ones

Publisher EA Sports
Developer EA Canada
Web Site www.easports.com

So you're having a Pepsi with your 5'11", 165 lb. buddy who can hardly dribble between his legs, and he tells you this story: "Yeah, well, I was playin' Jordan 1-on-1 and I *beat* him. He just kept biting on my pump fake so I took him to the hole every time."

Yeah, right. Unless, of course, he was trash-talking about EA's latest NBA Live. In that case, beating Jordan with anyone from Fred Hoiberg to your next-door neighbor is a breeze. Sure, sure, the 1-on-1 is a small facet of the best PS one basketball game, but beating Jordan should be as likely as having Nike admit to slave-labor practices.

Streetball aside, **the biggest gripe with Live is that it's not much different from last year's game**. You're really buying updated rosters and the NBA Challenge, which allows you, in-game, to earn points to trade for awards like player rating bonuses. There are some new up-and-under moves in the low post, a smooth jump hook and a drop step peppered in, but with these bonuses you're also forced to wade through players interacting with high-fives after free throws. The latter sounds like a good addition, but with PS one graphics, it's best to stay as far away from these angle-faced hoopsters as possible.

If they were going to make an addition worth adding, they should have come correct with the Franchise Mode. Now that would've been progress. Instead we've got **sprinkles on an already iced cake**.

As far as gameplay goes, there are some issues. For example, when inbounding the ball late in the game, your guards, the best trifecta shooters on your team, will be having herbal tea beneath the wrong basket. It sounds minor, but when there are three seconds left, it becomes a major problem when your seven-foot center has to take a desperation long-range shot.

It's also worth pointing out **some strange occurrences on "D."** When defending a dribbler, you can sometimes space out, leave him with the basket a mere hop away, and more often than not, he'll just keep dribbling. I'm not one to complain about an opponent passing on an easy bucket, but the AI seems off when a player prefers shooting with a hand in his face.

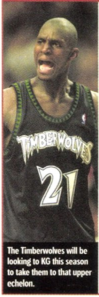
All in all, even with the gripes, NBA Live is superior to the competition. Really, this is the only PS one hoops game to buy.

Final Score ●●●●

Todd Zuniga

EVERYONE E **Players: 1-8**
Memory Card: 4 blocks

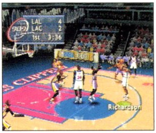
NBA Live 2001

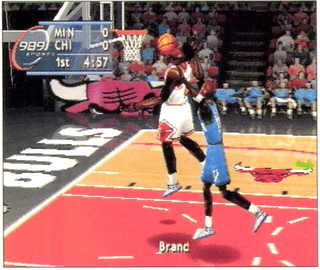


The Timberwolves will be looking to KG this season to take them to that upper echelon.

Inbounding	In late-game situations your guards are stupidly deep in your end. That's bad AI.
Defending	Defending is an actual skill in this game. But it also allows for some laziness.
Special Moves	A nice collection of behind-the-back and spin moves. You decide when they happen.
Shooting	It's all based on timing and letting loose at the peak of your jump.
Player Models	All kinds of sizes and shapes, but they should've declined on the close-ups.
Announcing	A lot of insightful commentary from competent announcers.
Extra Modes	You've got the 3-point contest, the 1-on-1 and a simple practice mode.

MIN 2
CHI 2
1st 4:33



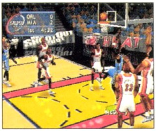


NBA ShootOut 2001

Create-a-Dunk not enough *umph* for the postseason

Publisher 989 Sports
Developer Sony CEA
Web Site www.989sports.com

Suddenly Championship-starved Chicago Bulls fans should be deliriously ebullient. After all, new signee Ron Mercer, based on his surprising dominance in ShootOut 2001, is apparently the second coming of basketball-deity Michael Jordan. The sad part is this is only a mild exaggeration; I could've picked any second-tier player and made that comparison. There isn't a significant separation between the explosiveness or overall skills of any solid NBAers in 989's latest subpar roundball effort.



My first complaint, besides the Mercer-madness, is the **chaotic inside game**. Dumping the ball into the low post is like throwing into Monet's water lilies: It's a conglomeration of stitched-together blobs, and it makes going down low a risk.

Shooting is one of the strong points, but every once in a wonderful while when trying to fake a jumper the ball will slip out of your shooter's hands granny-style and you'll be left scratching your head. It wouldn't seem like such a big deal, but in a close every-possession-counts contest, this will infuriate any clear-minded sports gamer.

The continual inadequacy of the free-throw meter has been taken to new heights. I have no idea if my charity stripe stroke will lead to the desired point or not, regardless of my shot. Better yet, **my guards are the worst free-throw shooters in the western hemisphere** (besides me). What's up with that?

As for AI complaints, explain this: With 10 ticks left, down by three, why would my CPU opponent leisurely swing the ball around seeking the perfect two-point shot?

Defense is no clambake, either. Lose concentration for a second and the man you're guarding will glide to paydirt because the lane stays vacated by your arthritic teammates, who won't even offer a half-hearted "*Olé*!" as the ballhandler whistles by.

Finally, the one satisfying aspect of this game is trying to stick the 18" beachball/basketball through the carnival-sized 16" rim. I'm only sort of joking. **Go with EA's Live this year**.

Final Score ●●◖
Todd Zuniga

E **Players: 1-8**
Memory Card: 1 Block

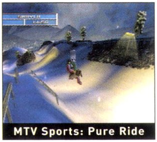
NYK 0
IND 2
1st 4:37
Sprewell

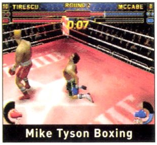
NBA ShootOut 2001

Don't try to throw the ball in too quickly. Stupidly, your player could be out of bounds.	**Inbounding**
If you don't have staring-contest concentration, you're going to really pay for it.	**Defending**
When you want to spin or cross over, your dribbler might end up doing a stutter-step.	**Special Moves**
The meter doesn't do anything but get in the way. Touch-shooting isn't a big plus.	**Shooting**
The players look really good, but once they're in the paint it's a mess.	**Player Models**
It's two different worlds. Sometimes they're right-on; sometimes they're not watching.	**Announcing**
You can get technical with the Create-A-Dunk, but more would've been nice.	**Extra Modes**

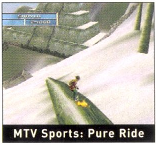
With C-Web as their big man, expect bigger things for the Kings this year. This hulk can do it all.

Mike Tyson Boxing


MTV Sports: Pure Ride



Mike Tyson Boxing


MTV Sports: Pure Ride

Mike Tyson Boxing

Publisher Codemasters
Developer Codemasters
Web Site www.codemasters.com

On most occasions I'm morally opposed to playing games featuring convicted rapists who promise to eat other boxers' children. But when the opportunity arose to review Mike Tyson Boxing, I jumped at the chance to do a fist-dance on the "impetuous" one's face.

Keep in mind, this isn't a revamp of Mike Tyson's NES Punch Out; this is simulation boxing. But with the sim aspect in mind, **some of the physics are suspect**. Somehow, in the heat of battle, standing toe-to-toe, you'll swing and miss at a brawny, oiled-down man who's not trying to evade a glove to the skull. Why? Good question. In the "hit or be hit" world of boxing there's more desperation when a punch is thrown. Yet, here, there's no embattled sense of self-preservation.

Oh, and who's the joker that put razor blades on the outside of my boxing gloves? Why else would my opponent's face spray blood after just one first-round punch? Weird.

I would like to congratulate the developers on an **in-depth, though complicated, Career mode**. But it seems to cater to the boxing nut and not the pick-up-and-play boxing fan. You'll have to balance a training regimen so you physically peak before a fight. Sounds like obvious advice, but pulling it off isn't easy. Overall, this has its moments, but it doesn't go the distance.

Final Score ●●
Todd Zuniga

T **Players: 1-8**
Memory Card: 1 block

MTV Sports: Pure Ride

Publisher THQ
Developer Radical
Web Site www.thq.com

I've been a fan of Radical's snowboarding engine since the short-lived ESPN days, so it's easy for me to appreciate Pure Ride. What's not so easy to swallow is the **drastic drop in frame-rate** from the previous title.

Nevertheless, Pure Ride is an enjoyable game. Back from previous versions is the **excellent, realistic track design**: Being able to wander back and forth across the face of an enormous, wide mountain course adds a great deal of replay value, since you'll need to puzzle out the best route to the bottom of the hill from a nearly infinite range of choices. Also making a comeback is the **solid, intuitive trick system**, which brings to mind the simplicity and variety of Tony Hawk's Pro Skater. New this year is the addition of mission objectives for each course in the Freeride mode. These missions (collecting icons to open up new courses, for example, or performing specific tricks to earn new boards) offer focused goals that help break up the race-jump-trick monotony of other boarding titles. And the decision to make each of the real-life pro boarders available only after beating certain challenges was, in my opinion, pretty crafty.

If it weren't for that deadly frame-rate, this would be the best boarding title available for the PS one. As it is, folks looking for a smoother ride might have to try elsewhere.

Final Score ●●●◖
Joe Rybicki

RP **Players: 1-2**
Memory Card: 1 block

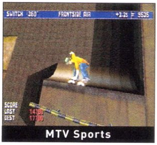
But enough about us...

What do *you* think?

Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*

GOOFY 0' 5050 GRIND +3.14s = 2055
SCORE
LAST
BEST

MTV Sports



MTV Sports

MTV Sports: Skateboarding featuring Andy MacDonald

Publisher THQ
Developer Darkblack
Web Site www.thq.com

Try this at home: Get on your skateboard and skate full-speed toward a wall and note what happens. For those without a skateboard, here's what will transpire: You'll be thrust at the wall, and even well-balanced thrustees will typically fall.

This lesson in physics is a perfect example of why MTV Skateboarding is ridiculous. Go full-force at a wall and you'll just stop. There's no animation to launch you off your board, which isn't a surprise since there are only two bail animations. Considering you'll do a lot of falling, whether you're careful or not, you get tired of seeing your skater lying on his back or, well, on his back.

Trying to grind will usually lead to acts of controller-spiking fury. Only the balance meter will tell you if you're going to fall, because your skater won't even lean to tip you off. Oh, and doing flip tricks will lead to so many face skids you'll wonder if you should even risk doing *anything* once you're airborne.

There's also one more key factor: The game is a snoozer. If you're having a tough time sleeping, plug this baby in and watch the narcolepsy overwhelm you.

As for pluses, there are two. Andy Mac is on the cover, and the music is really good. But that's not enough. Go buy Tony Hawk 2.

Final Score ●

Todd Zuniga

RP **Players: 1-2**
Memory Card: 1 block

SWITCH 0' HANDPLANT +0.0s = 1500
SCORE
LAST 3000
BEST 17700

MTV Sports

Muppet Monster Adventure

Muppet Monster Adventure

Publisher Midway
Developer Magenta
Web Site www.midway.com

Let's get the inevitable comparison out of the way up front: Muppet Monster Adventure is **basically a Spyro game with the Muppets license attached**. In fact, you can skip the rest of this review, flip back a few pages to read Joe's take on Year of the Dragon, then subtract one disc—because MMA, although excellent, doesn't quite measure up to Spyro's greatness.

But don't take what I'm saying the wrong way. Emulating a hit franchise ain't a bad thing, especially when the resulting game is solid enough to stand on its own merits. **MMA's levels are enormous**, with tons of areas that require time and exploration to uncover. The wide variety of monsters and minigames helps keep the action fresh. The morphing aspect—Robin (Kermit's nephew) gains the ability to change into various mutated forms in order to do things like climb, fly or chop through walls—is a delightful addition. And the music, composed by Michael Giacchino (of Medal of Honor fame) is sensational. What's more, MMA has one of the coolest licenses ever.

MMA's camera, though, isn't nearly as good as Spyro's. On its "passive" setting, it's too passive, and on its "active" setting, it's too, well... active. **The graphics could use a bit of polish** as well. But for a kid game (this one skews even younger than Spyro), MMA is a real treat.

Final Score ●●●●

Gary Steinman

E **Players: 1**
Memory Card: 1 block

1ST
LAP 1/3
0:01.0

Muppet Race Mania

-2 DAMAGE
5:43.8
-2 DAMAGE

Muppet Race Mania

Muppet Race Mania

Publisher Midway
Developer Traveller's Tales
Web Site www.midway.com

When I first heard about Muppet Race Mania, I wasn't exactly expecting one of the most sensational, inspirational, celebrational, Muppetational kart racers out there (well, maybe Muppetational...whatever that means). But leave it to Kermit and pals to alleviate my skepticism.

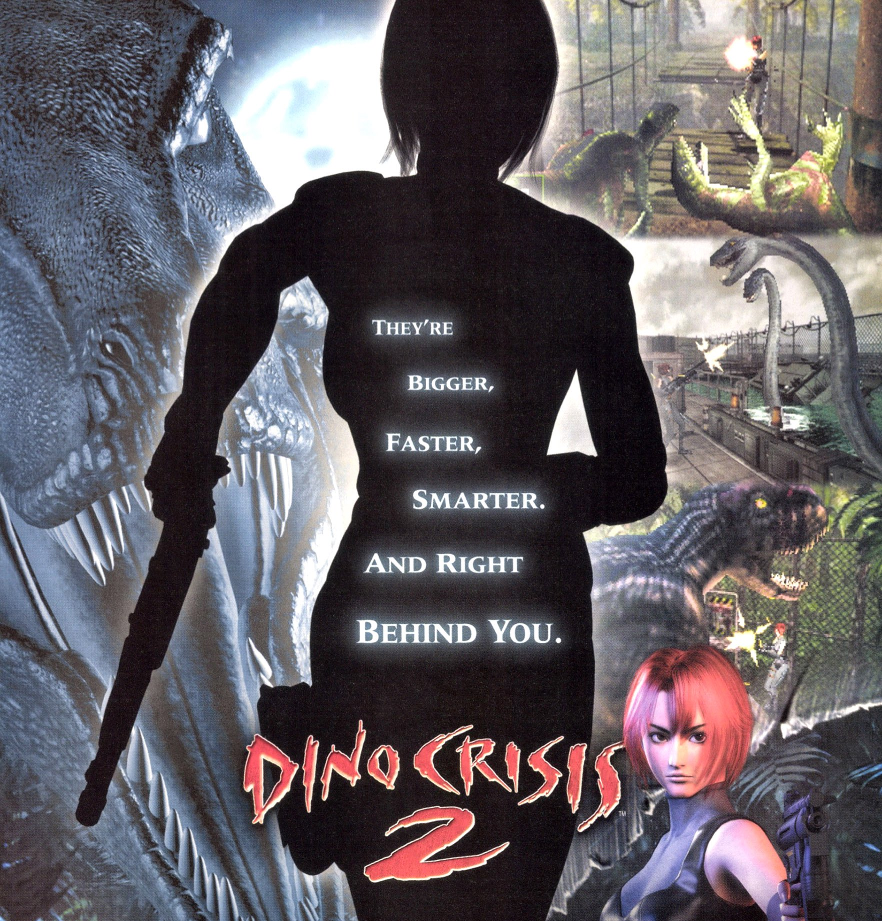
It took awhile for me to grasp it all, but the **sheer wealth of innovation** found in MRM should win over any kart-racing fan. Most notably, the game's unique starting boost system ignores the standard "hit the button when the light turns green" fare. Instead, your ability to quickly press the four main controller buttons as they light up onscreen determines how you "get things started." Other cool new things I've never seen in a kart racer include the ability to hold two weapons at once, a unique battle mode, 2D-platform-like stunt courses, and a scoring system in tournament mode that gives points for most hits, best start and best lap. Throw in 25 total characters, 28 tracks and 25 hours or so to unlock them all, and you've got what **could actually be the deepest kart-racing game anywhere**.

So why only a 3.5 rating? Quite simply, the loose controls take some getting used to, and the intended younger market might find the game about as easy as Kermit finds it being green. On the other hand, us big kids are in for a real treat.

Final Score ●●●◖

Chris Baker

E **Players: 1-2**
Memory Card: 1 block



Yes, Regina is back in the action-packed sequel to the blockbuster survival-horror hit. Sent in for search and rescue, she is now armed with even more dino-fighting, heavy artillery. Only Regina is prepared for the adrenaline-pumping battles the recon team will soon encounter. More action! More intensity! More prehistoric predators! One question remains… are you the hunter – or the hunted?

MATURE
M
CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence

PlayStation®

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Everything you need to know to get our exclusive disc up and running.

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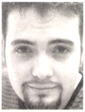
Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**.

Spin • 42

News and commentary on the recent FTC ruling on violent content, and goodies from the Tokyo Game Show. Also, we rate the top DVD online stores to see which is the best place to order movies.

Top Secrets • 182

Tips and tricks to the first batch of PS2 games, including the amazing SSX. Plus all the latest cheats for PS one AND more Chrono Cross.



John Davison
Editor in Chief

Crash turns up every year

on the cover of this magazine, and each time he's been a part of something that really pushes the PlayStation. He's been at the heart of one of the most successful games franchises of all time, and now it looks like everything is going to change. Crash Bash, the focus of our cover story this month, isn't a particularly great game. It takes a great idea from another franchise on another system and forces it into an environment where it doesn't work very well. This is a crying shame. Crash has been a very bright star over the past five years. Let's hope that Jason "Creator of Crash" Rubin's comment in his editorial this month that this may be Crash's "Fat Elvis" period isn't true.

On a completely different note, this is our first issue serving both PS one and PS2 owners. We hope you all find the info you want within our pages. If you want to see more or less of anything, make sure you e-mail us at OPM@ziffdavis.com. Want to see more PS2 coverage? Less? More entertainment or DVD coverage? Send us your feelings and we'll make sure we adapt the magazine to your whim.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up. E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

WWW.ESRB.COM

DEMO DISC THIS MONTH

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PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
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PlayStation
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SONY
PLAYABLES:
Madden NFL 2001 (E)
Star Wars Demolition (RP)
Mat Hoffman's Pro BMX (E)
Disney's The Emperor's New Groove (E)
MTV Sports: Pure Ride (E)
NON-PLAYABLES:
Muppet Race Mania (E)
102 Dalmations (E)
COMPACT disc

PLAYABLE DEMOS

MADDEN NFL 2001

Welcome to a demo of a sports franchise that became the PlayStation's version of the Genesis' NHL series. This is the tightest sports title, from gameplay to graphics, that reached the PS one. In this demo you'll have to march your team to paydirt in the Two Minute Drill time and time again.

STAR WARS: DEMOLITION RATING PENDING

The Star Wars franchise has been pulled and plucked and stretched on the PS one across all genres, and you can now add vehicular combat to that lengthy list. Who doesn't love the idea of having a Rancor monster battle Boba Fett's Slave I in the Death Star Trench?

MAT HOFFMAN'S PRO BMX EVERYONE RATING

Activision continues its assault on extreme sports with Mat Hoffman's Pro BMX. The control scheme is equal to Tony Hawk's Pro Skater, but this time you'll have a bike beneath you instead of a skateboard. Try any variation of button presses to find out how extreme you are.

DISNEY'S THE EMPEROR'S NEW GROOVE EVERYONE RATING

Disney's latest film features the young emperor Kuzco who has been turned into a llama by his shady mentor Yzma. The goal of the game is the goal of the movie: Save the throne from evil and return to human form. What's more gratifying than that?

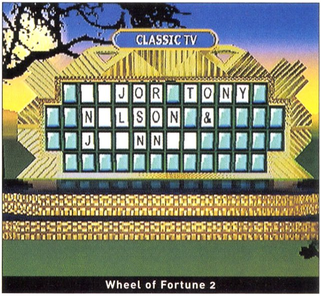
MTV SPORTS: PURE RIDE EVERYONE RATING

MTV Sports: Pure Ride is where extreme sports and snowboards intersect. You'll scoot down white bunny slopes, do cool tricks (the usual suspects: grabs and jumps) and most importantly, you'll get to listen to a pretty decent soundtrack.

NON-PLAYABLE DEMOS

MUPPET RACE MANIA, 102 DALMATIONS

View the Muppet Race Mania demo and wonder at the same question we've been puzzling over all month long: Is there anything more amusing than a muppet on a go-cart? Probably, but we can't think of anything right off. Also, you can check out the 102 Dalmations demo. So tell us, was there one dalmatian that didn't have spots?



Wheel of Fortune 2

Wheel of Fortune 2

Publisher Hasbro Interactive
Developer Artech Studios
Web Site hasbrointeractive.com

Wheel of Fortune 2nd Edition is **more than just another set of 2,500 word puzzles** to solve. This time, the standard studio setup found last time is replaced with themes like Disco and Great Outdoors. Other cool additions include career stats, Tournament mode, behind-the-scenes interviews with staff and, the best of the bunch, a 30-puzzle Contestant Exam that lets you know if you're true Wheel material. You can even control the power behind your spin. It's still just Vanna, though—no Pat anywhere.

Final Score ●●●●

Chris Baker

EVERYONE E
Players: 1-3
Memory Card: 1 block

World Destruction League: Thunder Tanks

Publisher 3DO
Developer 3DO
Web Site www.3do.com

There are cool features in WDL, but before finding them, you'll learn whether you're prone to seizures. This game features **more flashes than a strobe light**—a product of a dismal frame-rate, not special effects. I could go on about how bad it is, but try staring at the sun for about 15 minutes—no blinking—to get a sense of the sort of masochistic pleasure this supplies. Best part: Your tank disappears and reappears in front of your eyes for no reason!

Final Score ◖

Todd Zuniga

TEEN T
Players: 1-2
Memory Card: 1 block

Thunder Tanks

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc scor

Game	Publisher	Score	Issue
Dynasty Warriors 2	Koei	●●●●	38
Eternal Ring	Agetec	●●	38
Madden NFL 2001	EA Sports	●●●●◖	38
NHL 2001	EA Sports	●●●●	38
Ridge Racer V	Namco	●●●●◖	38
SSX	EA Sports BIG	●●●●●	38
Swing Away Golf	EA Games	●●●	38
X Squad	EA Games	●●●◖	38
3Xtreme	989 Studios	●	21

PS one Review Archive

Game	Publisher	Score	Issu
40 Winks	GT Interactive	●●●●	28
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Akuji the Heartless	Crystal Dynamics	●●●	18
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Accail	◖	35
Army Men 3D	3DO	●●●	20
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: World War	3DO	●◖	34
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Interactive	●◖	5
Big Air	Accolade	●◖	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
Boombots	Southpeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breath of Fire III	Capcom	●●●◖	9
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Chessmaster II	Mindscape	●●●◖	23
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Downhill Mountain Bike Racing	Activision	●●◖	27
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	Southpeak	●◖	29
Dune 2000	Electronic Arts	●◖	27
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
Eternal Eyes	Sunsoft	●◖	38
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak Interactive	●	37
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Frogger	Hasbro Interactive	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Interactive	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32

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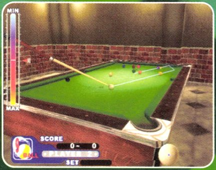
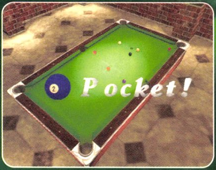
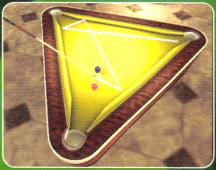


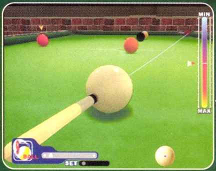
Complete 360º views!



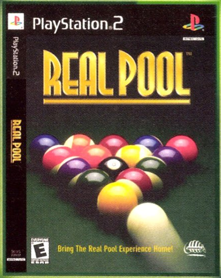
Line up and sink the perfect shot!

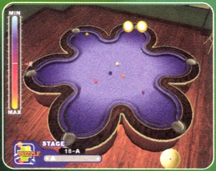


Unique Puzzle Mode...



Real-world physics!





...with 25 new tables!

COMING SOON ON PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

PlayStation®2

TAKARA®

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PS one Review Archive (cont.)

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score

Game	Publisher	Score	Issue
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Interactive	●●	28
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
HardBall '99	Accolade	●◖	15
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
Incredible Crisis	Titus	●●●◖	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Interactive	●●●●	17
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Rock Raiders	Lego Media	●	37
Lode Runner	Natsume	●●◖	4
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mass Destruction	ASC	●●◖	3
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man X4	Capcom	●●●	4
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
The Misadventures of Tron Bonne	Capcom	●●●●	31
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Seed	Sunsoft	●●◖	20
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Interactive	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	◖●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Interactive	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Soccer 2	Psygnosis	●●●	5
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Interactive	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Interactive	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Q*bert	Hasbro Interactive	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/Working Design	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●◖	35
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Scrabble	Hasbro Interactive	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
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Silhouette Mirage	Working Designs	●●●◖	29
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Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Sno-Cross Championship Racing	Crave	●◖	37
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Interactive	●	34
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Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
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Street Sk8er 2	Electronic Arts	●●●	32
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SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
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Test Drive 4	Accolade	●●●◖	3
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Test Drive Le Mans	Infogrames	●●◖	34
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Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiny Tank	Sony CEA	●●◖	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: The Last Revelation	Eidos	●●●●	29
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Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tony Hawk's Pro Skater	Activision	●●●●◖	26
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Toonstein: Dare to Scare	Vatical	●●◖	29
Toy Story 2	Activision	●●●	28
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Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Turbo Prop Racing	Sony CEA	●●●	11
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Twisted Metal 4	989 Studios	●●●●	28
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Uprising X	3DO	●●●	17
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Vagrant Story	Square EA	●●●◖	33
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
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Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
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Warzone 2100	Eidos	●●●●	22
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WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Interactive	●●●●	17
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
WipeOut 3	Psygnosis	●●●●	26
World Cup 98	EA Sports	●●●	10
Worms Armageddon	Hasbro Interactive	●●●◖	27
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WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25

New for the PlayStation®2!

The critically acclaimed action game MDK™2 Armageddon is coming to the PlayStation®2 computer entertainment system. MDK™ became an instant classic with its offbeat humor and the ingenious Sniper Helmet that could shoot an enemy in the eye from a mile away. Now, picking up where the original MDK™ left off, **MDK™2: Armageddon** features a new 3D engine, advanced graphics, and new gadgets for outrageous gameplay.

Play as three different characters, each with his own unique experience:

- Sneak, snipe and shoot with the reluctant hero, Kurt Hectic, in his new Coil Suit, now with Cloaking ability, and his Sniper Helmet with Ricochet Bullets.
- Solve puzzles as the brilliant Dr. Fluke Hawkins, using wacky inventions like the atomic toaster and his fearsome alter-ego, Mr. Hyde.
- Blast enemies with four different weapons simultaneously with Max, the six-legged, jet-pack carrying, robotic dog.

MDK™2 Armageddon includes incredible new items for enhanced gameplay, more humor, and a totally new experience. Bioware, creators of the best-selling RPG Baldur's Gate™ are taking the MDK™ universe to all new levels of comic Action!

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PlayStation®2

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This Month's Strategies

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Int. Track & Field 186
SSX 188
Madden 2001 190
Chrono Cross 192

Top Secret Agents
Kenneth "Slim" Miller,
Terry Minnich, Dave Malec

With the weather chilling there's no better way to warm up than smearing a couple skaters in Tony Hawk's hotly anticipated sequel. Since we didn't want your whole November to go to waste we're holding on to the final pages of the strategy until next month. 'Til then finish off Chrono Cross and hammer away at the circus of PS2 games, including EA's acclaimed Madden and SSX! *Oh, and before Thanksgiving dinner send your coolest tricks to **OPM@ziffdavis.com** and title the e-mail **Tricks Forum.***

DINO CRISIS 2

RACKING UP CRAZY DINO CRISIS DOUGH

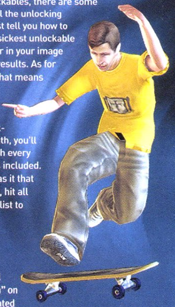
- Near the end of the T-Rex Tank Chase mini-game is a path that leads around a couple of round storage tanks. There's a trick here that allows you to earn all the points you want. And although it only works every now and then, it's certainly worth trying.
- Make sure the T-Rex is well behind you when you round this turn. Maneuver the tank so that you're just about to go around the corner and into the next screen. The T-Rex should show up in the lower left of the screen, right up against the platform. If you're lucky, it will become stuck there. It'll keep roaring and trying to attack the tank, but as long as you remain toward the back of the screen, you're well out of its range. Shoot at the beast until it falls (this usually takes about four to six hits). After getting all the points, move the tank back into the screen until it changes viewpoints. The moment it does, stop. Very soon, you'll hear the T-Rex up and moving again. Drive back to the previous screen and knock it down again to get the points. If you back up too far, the T-Rex will appear on the ledge when you return and you'll be forced to leave the area. Using this technique, we've been able to score over 100,000 points.

TONY HAWK'S PRO SKATER 2

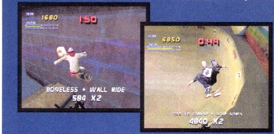
Cruising to 100%

There's plenty to do in Tony Hawk 2, and just stumbling around the various levels won't get you very far. This guide will help you get through the tough parts (we figure you can find the right ramps and rails to do most of it on your own). So if there's something you just can't seem to figure out, no worries, we've got it here. There are also handy maps of each level that tell you where to go to grab the cash, achieve the goals, and be a legitimate pro skater. Scoring Olympic-style gold in the competitions will net you a skating tape of your skater, but you'll have to finish all the levels 100%, money included, to get the truest street cred (and to unlock a cheat!).

Unlocking the Sequel



The first Tony Hawk's Pro Skater had plenty to do, but the reward was simply a skate show. With the sequel there aren't only unlockables, there are some sweet surprises. Usually we'd hook you up with all the unlocking knowledge, but this is a special game, so we'll just tell you how to unlock the coolest stuff. First off, if you want the sickest unlockable this side of an action game, make a created skater in your image and 100% everything you can. You'll marvel at the results. As for other characters, you'll have to 100% the game, and that means everything, to unlock cool cheats that make the game much easier. For some of the coolest unlockables, don't hold your breath, you'll have to 100% the game with every skater, unlockable skaters included. A lot of work, but rumor has it that it's skating heaven. Finally, hit all the gaps on the Gap Checklist to unlock the final mascot.



OPM's Very Own

Alright, there's one unlockable path, not much of a spoiler, that we have to tell you about. 100% the game with any pro skater and you'll unlock a skater with some authority. Take that skater and go through the Career Mode and net gold medals in all the competitions. You'll unlock a video with *OPM*'s very own Todd Zuniga "dropping in" on a six foot half-pipe. He's the one with the big arrow pointing to him saying, "Never skated before." And yes, that's his ass showing, soon after.

Bust-A-Move '99

New Puzzles: At the "Press Start Button" screen, press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen. Now press Start and go into Arcade Mode. Choose "Puzzle" from the game select screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You'll hear a voice say, "Trick mode enabled." After that, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Crash Team Racing

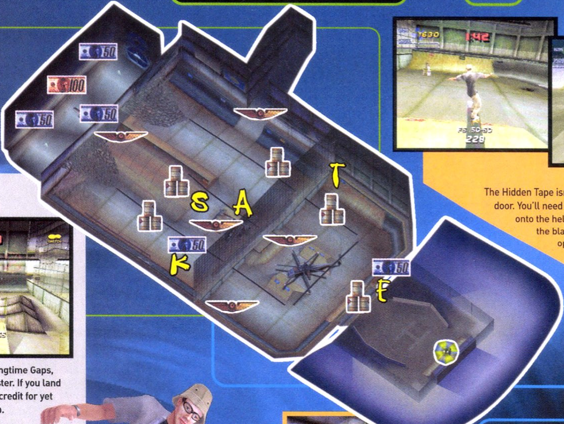
On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

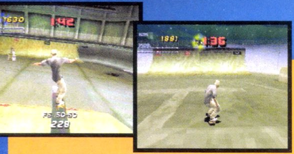
Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu

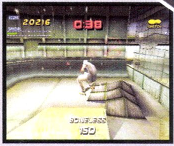
Mullet Falls

Mullet Falls is a sweet introduction to the new Tony Hawk world. The challenge here is the same as the first game: do it all in one two-minute run.

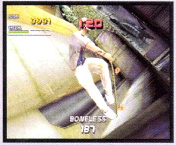




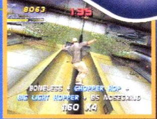
The Hidden Tape isn't hard to find once you open the door. You'll need to temper your speed and ollie onto the helicopter blades. Grind the tip of the blade and the chopper will take off, opening a door to the suddenly easy-to-find tape.



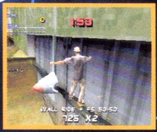
This is one of three Hangtime Gaps, and the hardest to master. If you land in a Manual, you'll get credit for yet another successful gap.



Of all the Wings you'll need to grab, going up this ramp is the only way to get this pair. If you don't have enough Air skills, this one might be tough.



After setting the chopper aflight, you'll have to get up enough speed to reach this dubious light fixture. Boneless off the ramp and push up to get the mad air.



You'll have to get the Wings here anyway, so you might as well grind this propeller and unlock the secret area. Inside you'll find four big bills to add to your college fund.

Papu in any mode except Adventure.
Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.
More Tracks: Right, Right, Left, Triangle, Right, Down, Down.
Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.
Super Turbo Pads: Triangle, Right, Right, Circle, Left.
Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.
"Unlimited" Tricks: *After entering one of these next tricks, you will have to reset the game to get a different unlimited object.*
Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.
Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.
Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.
At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).
Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.
N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Fear Effect

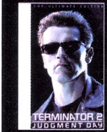
Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.
999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.
Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

(cont. on page 184)

DVD EASTER EGGS

Magnolia DVD
On disc 1 of *Magnolia*, choose "set up" from the main menu. You'll have audio options plus the "color bars" option. Choose the color bars. After 20 seconds, a blooper and outtake reel begins, and you'll be treated to a lengthy eight minutes of biffed lines and goofed takes!

SNL—Best Of Mike Myers
In the main menu go to the "additional footage" button and click to the right. If you do that you will select the logo in the corner; click it. It will show you the trailers to the movies *Chairman Of The Board* (starring the audacious Carrot Top) and *Rubberface* (Starring Jim Carrey).



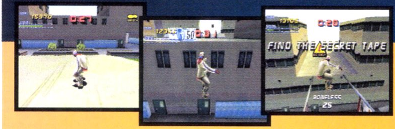
"T2-The Ultimate Edition"(side 2)
While on side two, bring up the main menu. Move the arrow button until "Data Hub" is highlighted blue. After 30 long seconds, the little box in the lower left will activate, with either the message "Join the Resistance" or an odd-looking energy circle. Push the left arrow until the border is lit up; hit enter. If "Join the Resistance" is present, it will take you to a special screen with a text message from John Connor and a Web link that will take you to a "training site" where you can hone your resistance skills. If the energy circle is present, it will bring up a short 20-or-so second commercial showing a bust with soundwaves going in his left ear, followed by the right side of his face blowing off, revealing a Terminator (T-800) face underneath. It will say "Swelltone: In one ear and out the other." This very informative short commercial can also be activated by pressing "DVD Menu" on your remote control while "Information Systems" is lit up.

Spaceballs DVD
In the "Mr. DVD" Menu wait till a cow flys by. When the cow is in the crosshairs press the Play button.

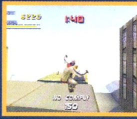
Edward Scissorhands 10th Anniversary Edition DVD
Go to the Special Features menus and move your mouse to the bottom of the list until a Scissor appears. Click on it, and you get a cool picture with some credits on it.

We're not going to condone skipping class, but if these hot skate areas were pieced together this well, we might change our minds.

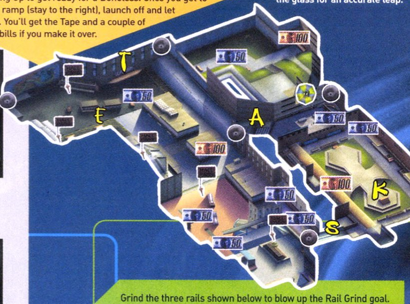
The School

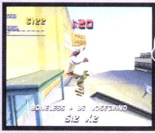


Nabbing the Secret Tape will take time. First tip: build your skater's Air and Hang Time, or you're asking for a headache. To get the Tape you'll have to use the ramp with the letter "K" floating above to get momentum. Then speed toward the opposite end of that runway, holding down X and tapping Up to get ready for a Boneless. Once you get to the end of the ramp (stay to the right), launch off and let go of X. You'll get the Tape and a couple of bills if you make it over.

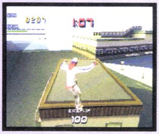


If you achieved enough air off th Wallie at the start of the level, you'll have a chance to get to the floating $100. Line up with the wall before you break through the glass for an accurate leap.



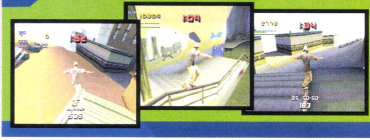


Grabbing the Hall Passes shouldn't pose too much of a strain. They're all concentrated in the same area. Big air makes it easier.



Here's the spot to accomplish TC's Roof Gap. Just Kickflip across to accomplish this mission. So, tell me, who is this TC guy?

Grind the three rails shown below to blow up the Rail Grind goal. There's one major thing to remember: Make sure you're going downhill on these rails, otherwise you won't get credit.



(cont. from page 183)

One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.
Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Grind Session

All Tricks Enabled: Press Start to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

Hello Kitty's Cube Frenzy

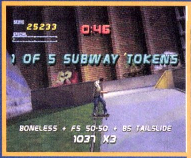
Bonus Options: When "Push Start" appears at the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correctly, you will hear a sound. Then, press Start to access new options including hidden modes and viewing the ending FMV sequences.

Knockout Kings 2000

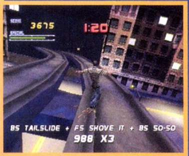
Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select

New York

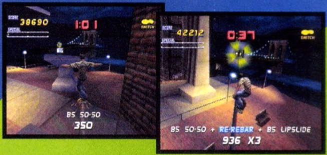
If you want to be a part of it, you best watch out for New York cabbies. Oh, and until you collect the Subway Tokens you're only seeing half.


25233
0:46
1 OF 5 SUBWAY TOKENS
BONELESS + FS 50-50 + BS TAILSLIDE
1037 X3

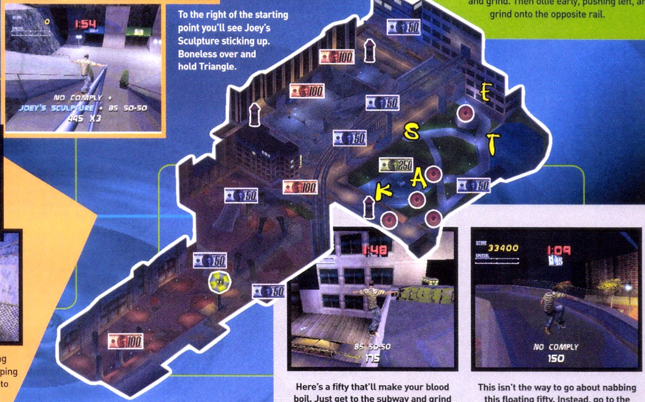
First you'll have to grind and fly around and grab five Subway Tokens. Once that's done the pearly Subway gates open.


3675
1:20
BS TAILSLIDE + FS SHOVE IT + BS 50-50
988 X3

Hop onto the subway tracks and grind until you see the brick wall. Leap over and land to conquer this task. And welcome to the Banks.


38690
1:01
BS 50-50
350
42212
0:37
BS 50-50 + RE-REBAR + BS UPSLIDE
936 X3

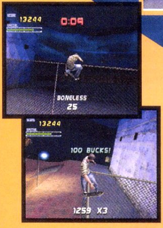
The Secret Tape takes concentration and a bit of practice. After awhile this is a breeze. How to get it? Get to the Banks and find the unfinished street. Line up with the rail and grind. Then ollie early, pushing left, and grind onto the opposite rail.


1:54
NO COMPLY + JOEY'S SCULPTURE + BS 50-50
445 X3
50
100
100
50
50
250
100
50
50
100
50
50
100
S
K
A
T
E
1:48
BS 50-50
175
33400
1:09
NO COMPLY
150

To the right of the starting point you'll see Joey's Sculpture sticking up. Boneless over and hold Triangle.

Here's a fifty that'll make your blood boil. Just get to the subway and grind along, then drop off. Easier than it looks.

This isn't the way to go about nabbing this floating fifty. Instead, go to the right and launch off the ramp. Much, much easier than it looks.


13244
0:09
BONELESS
25
13244
100 BUCKS!
1259 X3

There's some rogue cash hanging around atop the fence that's keeping you from the river below. To get to the moolah, get speed from the ramps opposite, then boneless off the incline and grind.

your Gym. You will see the boxer's head shrink and grow repeatedly.
Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll until you see Mills Lane with gloves!

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Madden NFL 2000

Enter one of the following codes at the code entry screen to activate the corresponding cheat function.
20 Yard First downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL

(cont. on page 188)

READER TRICKS

Hot Shots Golf 2
from *janold@webtv.net*
To unlock all characters, courses, clubs, balls, goodies and be a top pro enter 2GSH as your name at the start of a new game.

Spider-Man Codes
from *Mike Goodloe*
For all of these codes select the "Special" option from the main menu, then choose "Cheats."
Level select: XCLSIOR
Invincibility: RUSTCRST
Infinite webbing: STRUDL
All comic books: ALLSIXCC
All movies: WATCH EM
All characters in viewer: CVIEW EM
Storyboard viewer: CGOSSETT
"What if contest?" mode: GBHRSPM
Ben Reilly costume: BNREILLY
Symbiote Spidey costume: BLKSPIDR
Spidey 2099 costume: TWNTYNDN
Captain Universe costume: COSMIC
Spidey Unlimited costume: PARALLEL
Scarlet Spidey costume: LETTER S
Amazing Bagman costume: AMZBGMAN
Peter Parker costume: MJS STUD
Quick Change Spidey costume: ALMSTPKR
J. James Jewett: RULAR
Full Health: DCSTUR
Big Head mode: DULUX
Debug mode: LLADNEK
Unlock Everything: EEL NATS

Spider-Man Non-Profanity Code
from *jnmcg@cableone.net*
Go to Special and then to Cheats. Enter the word "ass" and go to finish. Spider-Man will appear on the screen and punch the word!

Landing the 900 in Tony Hawk's Pro Skater
from *Owen Humphreys*
The best way to do it, (I land it ever time) is to make sure you have a decent amount of speed (best if you do this in a halfpipe or pool, almost all levels have something like it) and then enter Right, Down as you're going up the ramp and hit O the second you leave the ramp. It lands it every time for me.

New Pro Skater Grind
from *MikeExpo@aol.com*
In THPS, you can do a special grind in the air by pressing the direction on the d-pad, then holding square and circle simultaneously instead of triangle. For example as Jamie Thomas, leap into the air and press up and up, then hold square and circle for as long as you want. This also works with the Burntwist and the Ho Ho Ho.

Marvel vs. Capcom
from *Aaron Willis*
In Cross-Over Mode, after you have chosen your one character, hold START and the following button commands to receive the specific fighters.
Anita—3 Punches (Square+Triangle+L1)
Cyclops—Jab+Short+Strong (Square+X+ Triangle)
Iceman—Strong+Forward (Triangle+O)
Juggernaut—Jab+Forward (Square+O)
Lou—Strong (Triangle)
Michelle Heart—Jab+Short (Square+X)
Pure and Fur—Short (X)
Saki—Fierce (L1)
Shadow—Jab+Forward+Fierce (Square+O+L1)
Thor—Short+Strong (X+Triangle)
Unknown Soldier—Jab (Square)
Colossus—Jab+Strong+Forward (Square+Triangle+O)
Devilot—Strong+Fierce (Triangle+LI)
Jubilee—Short+Strong+Fierce (X+Triangle+L1)
Arthur—Jab+Strong (Square+Triangle)
Magneto—Short+Fierce (X+L1)
Pyslocke—Forward (O)
Rouge—3 Punches+Short (Square+Triangle+L1+X)
Sentinel—Strong+Forward+Fierce (Square+O+L1)
Storm—Jab+Short+Fierce (Square+X+L1)
Ton Pooh—Jab+Fierce (Square+L1)
U.S. Agent—Forward+Fierce (O+L1)

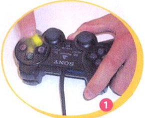
Dave Mirra's BMX Big Fall
from *Steve Stewart*
In DMBMX pressing all the buttons at the same time will guarantee a fall from your bike. It will create some of the funnies and most painful falls in this extreme sport.

Legacy of Kain: Soul Reaver
from *tommyW232@aol.com*
All Abilities—Hold L1 press up up down right right left circle right left down
Fire Reaver—Hold L1 press triangle right down circle up
Aerial Reaver—Hold L1 press X right up up triangle left left right up
Kain Reaver—Hold L1 Press X circle right triangle left left right up

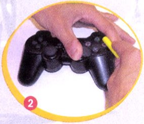
INTERNATIONAL TRACK & FIELD

WIND SPRINTS

If you're in the mood to lose your fingerprints in order to win a race, you can skip over this advice. This is for anti-masochists. Now, for the rest of you, here are a couple of techniques to really boost your speed down the 100m runway.

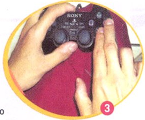


① **USE A PEN:** A No. 2 pencil might be perfect for standardized testing, but all it'll get you here is a yellow X button. Go with a rounded pen for best results and run it back and forth over the X and O buttons at a ferocious pace. There's no better way to hurry to the finish line.

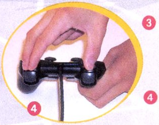


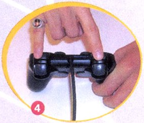
② **USE YOUR OTHER HAND AS AN ANCHOR:** When you're really lashing away at the buttons, the one thing that can really throw your game off is your utensil of choice flying off the controller altogether. One way to avoid this is to use your left hand to anchor the controller. Check out the diagram for best results.

One of the most exhausting and trying adventures on the Olympic circuit is the freestyle. From the moment you dive into that aquatic wonderland you'll have to bust your butt (and every muscle in your arm) to bring home the gold. Here are a few tips, but the one we're not mentioning (lifting weights for a few hours each day) might be your best bet.



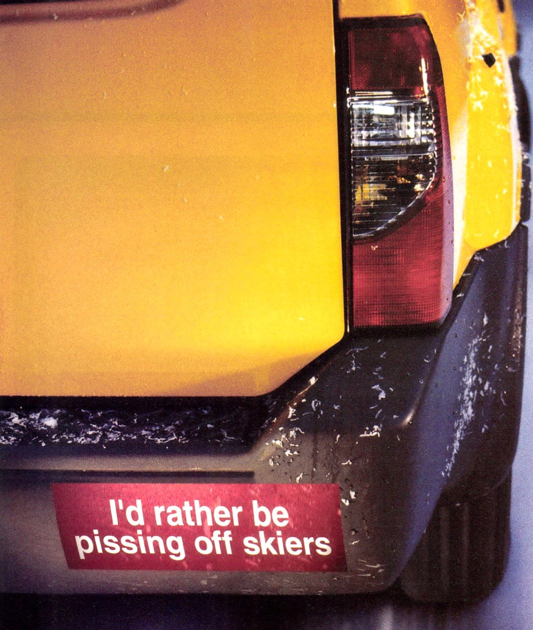
③ **MOUNTING THE CONTROLLER:** Our best efforts have been achieved while resting the controller atop a knee for balance. It gives a really good arm angle so you can get the most taps in the shortest amount of time.



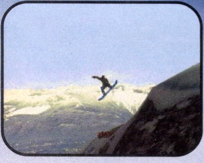


④ **TAPPY-TAPPY:** We've tried everything on the tapping front. What works best? Well, there are two schools of thought. Check the pictures to see the variations. Which one is better? Depends on which one helps you avoid carpal tunnel over the long haul.

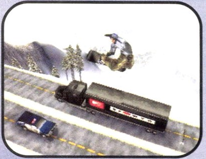
⑤ **RHYTHM IS A SWIMMER:** Beating the buttons to death doesn't seem like the best way to steal gold, not to mention your arm might detach into a hemorrhaging heap. Your best bet is to find a rhythm and keep it up. Sure you'll be grinding your teeth, sure your hand will ache, but the glory will come if you kept a well-timed pace better than your neighbor.



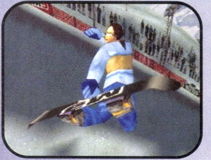
MTV SPORTS PURERIDE



Ride the entire mountain.



Build your own mountain,
full of cars, kickers, trees and rails.



Combine jumps, tricks and grinds
in the all-new stunt mode.

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PURERIDE
EVERYONE
E
ESRB
THQ

EVERYONE E CONTENT RATED BY ESRB

PlayStation

GAME BOY COLOR

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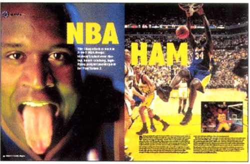
SPECIAL FEATURES

THE MAKING OF AN ICON

CRASH BASH • 138

Is this the bandicoot's final party? We track the making of this modern pop-culture icon and pick apart his latest star-vehicle, Crash Bash. What's next for the guy who now has a deal with Universal?


NBA HAM

SHAQ: NBA HAM • 56

Check out our exclusive interview with the NBA's MVP as he works with Midway on their latest crazy basketball title NBA Hoopz.

Console Launches through the Years

CONSOLE LAUNCHES THROUGH THE YEARS • 68

Check out our history of video game system launches and see how the PS2 stacks up.

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SSX

Showoff mode: Earning the big points

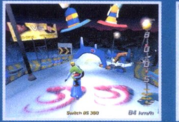
Crucial Instructions: If you are planning on earning any Gold Medals in the Showoff mode, you're going to need a few tips to set you in the right direction. Showoff mode is the most challenging, as well as the most fun element in SSX. You will have to master the course as well as your snowboarder in order to succeed.

First Things First: Choose a boarder that is skilled in the Tricks category. Since most of your points are going to be from these tests of skill, you're going to want as big an edge as you can get. Mac or Kaori make excellent choices. Moby also works well, but avoid using Elise at all. She doesn't measure up to the rest of the crew. If you have a few races under your belt, the board upgrades will help you out significantly.

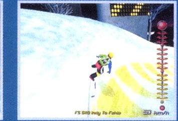
Never a Dull Moment: If the course is good and clear and you have some breathing space, try to do some simple tricks to build up your points. Every little bit helps. The spins are nice as they are a low-risk move with a nice payoff.

Riding up the Sides: Whenever you see a sharp curve, consider riding up the side and jumping at the top into a sweet trick. These easily forgotten sections can provide excellent trick opportunities. Doing this does slow you down a bit, so if you're under tight time constraints, you should use your discretion, so don't get too daring. A good jump can probably nab around 2,000 points if comboed properly.

The Shortcuts: Many of the shortcuts in the game will give you access to a nice jump. Take advantage of them and you can pull out some of your most flamboyant moves. This is particularly useful in the later levels, where the time limit can be crippling and the hazards numerous. Be warned: Unless you are familiar with a path, it might cost you time if you mess up.



If you are in the open, try a simple spin move for extra points.



Sharp turns can be turned into excellent scoring possibilities.

Unlocking Bonuses: How to get the good stuff

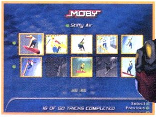
Jurgen (Locked Character)
Earn one Gold Medal in any mode.
JP (Locked Character)
Earn two Gold Medals in any mode.
Zoe (Locked Character)
Earn three Gold Medals in any mode.
Jurgen (Locked Character)
Earn four Gold Medals in any mode.
3rd Board
Reach Rookie rank to unlock.
4th Board
Reach Sensei rank to unlock.
5th Board
Reach Contender rank to unlock.
6th Board
Reach Natural rank to unlock.
7th Board
Reach Star rank to unlock.
8th Board
Reach Veteran rank to unlock.
9th Board
Reach Champ rank to unlock.
10th Board
Reach Superstar rank to unlock.
11th Board
Reach Master rank to unlock.
3rd Outfit
Complete all Green Circle tricks.
4th Outfit
Complete all Blue Square tricks.
Unlock Mercury City Meltdown
Earn a medal on Elysium Alps.
Unlock Mesablanca
Earn a medal on Mercury City Melt.
Unlock Tokyo Megaplex
Earn a medal on Mesablanca.
Unlock Aloha Ice Jam
Earn a medal on Tokyo Megaplex.
Unlock Pipedream
Earn a medal on Tokyo Megaplex.
Unlock Untracked
Earn a gold medal on Aloha Ice Jam and Pipedream.

Multipliers

Three Delicious Flavors: Hidden throughout the courses in Showoff mode are the Crystal Multipliers. These icons, which are usually placed in hard-to-reach areas like the arc of a large jump, will multiply the score of the trick you are doing when you hit them (you still have to land properly to get the points). If you want to build up a huge score, you need to hit as many of these as possible. Oftentimes a simple yellow crystal (x2) is enough to get you over the top.

Shortcuts: The courses in SSX are enormous, and there are multiple paths and shortcuts to take. We can't tell you every route to ensure that you get to the finish line before the computer does, but look for shortcuts at places with an SSX logo nearby.

The Trick Book: To open a trick, perform it in any of the modes. Sometimes it may seem as though you've done a trick already, but it won't appear in your book. This means that you've comboed it. Your move will not count if it is done as part of a combo.



Use the freestyle mode to fill up your trick book.

6TH
SSX
55 km/h

Power-ups: The key to success!

Speed Boost (Racing Only): Blast through this power-up and you'll get an instant boost to your top speed. This only lasts a short time, and if you crash, it will leave you even quicker. Still, this should get you the speed you need to pull off the real gnarly tricks.

Trick Boost (Racing Only): This power-up serves two purposes. First, it allows you to get more spin in your rotations or flips so you can perform bigger tricks. Secondly, since bigger tricks give you more boost, it sets you up getting even more boost.

Snow Crystal Multiplier (Showoff Only): If you really want to rack up the big points, you're going to want to hit this power-up while you're performing a move. The red ones are the most advantageous, but they're located in the most hard-to-reach spots.

X2 Crystal Multiplier
X3 Crystal Multiplier
X5 Crystal Multiplier

(cont. from page 185)

More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
Tiburon Bros. Stadium: COTTONCANDY
Industrials Team: INTHEFUTURE
Marshalls Fantasy Team: COWBOYS
All-Madden Team: TEAMMADDEN
All '60s Team: MOJOBABY
All '70s Team: LOVEBEADS
1972 Steelers Team: DONTGOFOR2
1972 Raiders Team: GETMEADOCTOR
1976 Raiders Team: GAMMALIGHT
1976 Patriots Team: HACKCHEESE
1981 Dolphins Team: 15MOREMIN
1981 Chargers Team: BUILDMONKEYS
1985 Dolphins Team: CHICKIN
1985 Bears Team: DOORKNOB
1986 Browns Team: KAMEHAMEHA
1986 Broncos team: BLUESCREEN
1988 49ers Team: CALLMESALLY
1988 Bengals Team: PTMOMINFOGET
1990 Giants Team: PROFSMOOTH
1990 Bills Team: SPOON
1995 Steelers Team: STEAMPUNK
1995 Colts Team: PREDATORS
1997 Packers Team: TUNDRA
1997 Broncos Team: EARTHPEOPLE

Medal of Honor

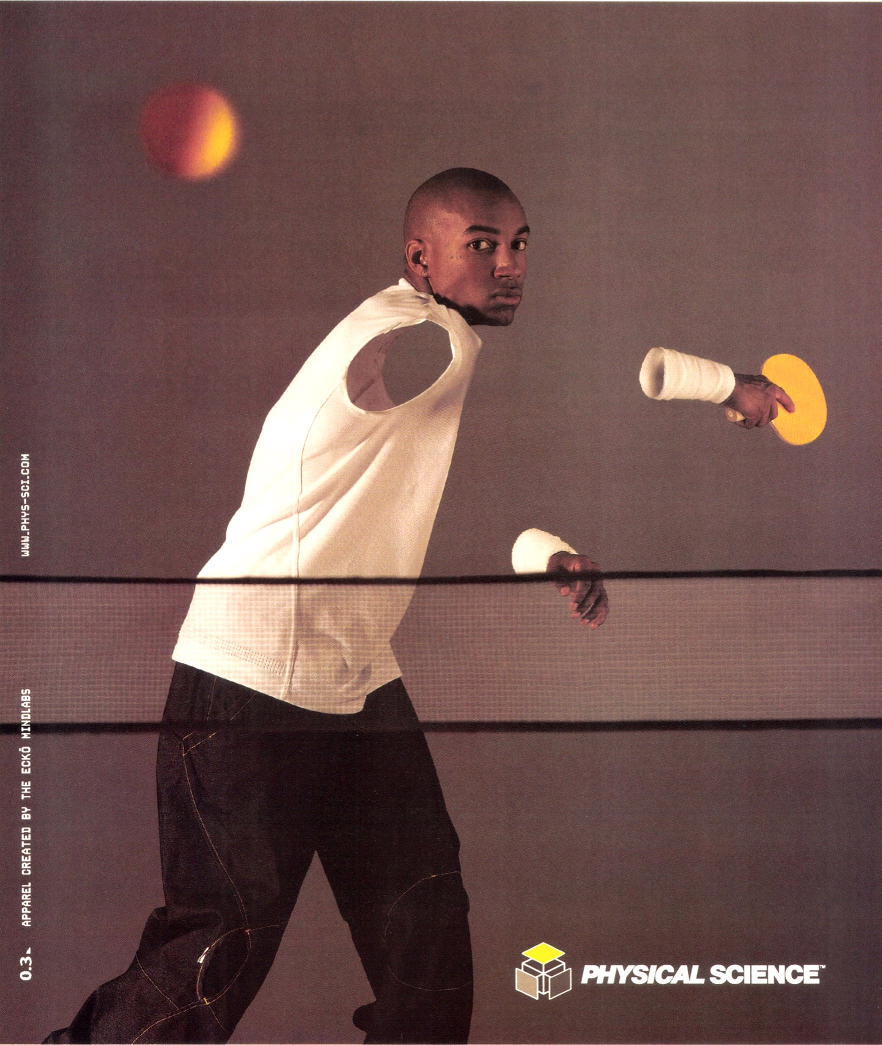
Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Power-ups." Using this code adds an entirely new dimension to the multiplayer game!

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).

(cont. on page 190)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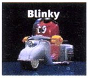
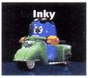
RIDGE RACER V

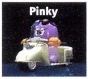
UNLOCKING THE PAC-MAN CHALLENGE

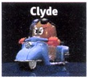
The Pac-Man Race

1,500 miles unlocks the Pac-Man Grand Prix. In this race, Pac-Man has to complete three laps on the Park Town course. All four ghostly competitors use sneaky driving styles to keep our pellet-gobbling friend from visiting the winner's circle.


Blinky


Inky


Pinky


Clyde

The Ghost Cars

Blinky will immediately take off, but since he's slower than you, it should be no problem to pass him. Inky and Pinky will race a lot like Devil did, which is to say they'll pull ahead and then slam the brakes in an attempt to lure you into a collision. Pinky is especially ruthless, so always get out of the way whenever she passes you. Poor Clyde needs a new chief mechanic. His bike spews black smoke the moment the green light is lit. Be careful when you overtake him on each lap—he's running so slow it's easy to slam into him. Just watch for the cloud of smoke ahead.

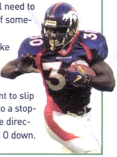
MADDEN 2001

Madden 2001 for the PS2 may look absolutely fabulous, but that won't help you avoid a butt-kickin'. Here are some tips so you can try losing by less than 30.

PICK A HOLE

If you're going to run the ball successfully, you'll have to exercise patience more than you'll exercise the X button. In fact, it's best not to use your speed burst until you've busted past the line. Wait for the play to develop and then pick the widest hole. Just because you're supposed to run up the middle doesn't mean it's going to be a cakewalk through the trenches. Some of the biggest runs (though some unkind losses happen, too) come from bouncing to the outside once the inside is jammed up.

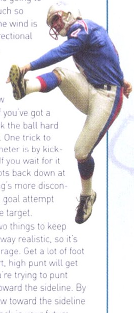
Also, remember that your jukes and your spin move are analog. What does that mean? Well, if you're in a big hurry to go north, just a tap of the R1 or L1 is all you'll need to pull off a quick evasion. But if someone's closing in and you just need an extra yard or two, take time to hold down a juke button to get more of a 'power' juke. Same goes for the Spin Move. If you just want to slip by, tap O; but if you want to do a stop-and-go-style spin and change direction along the way, then hold O down.



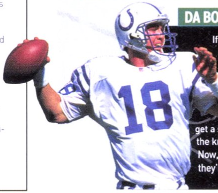
GET YOUR KICKS

If you're one of those simpletons who doesn't believe in kicking the ball in video game football, then try NFL Blitz. But if you're smart enough to recognize the importance of a field goal, this advice might come in handy. First off, anything around the 50-yard distance is going to take a lot of precision. So much so that we advise against it. If the wind is blowing in your face, try a directional punt or go for the first down. Otherwise, by angling the arrow lower to the ground you'll get a more direct shot at the uprights. Put the arrow at about a 30-degree angle if you've got a long way to go, and if you kick the ball hard enough, there's always hope. One trick to getting all your leg into the meter is by kicking the ball on the upswing. If you wait for it to reach the top it really shoots back down at a cheetah's pace. And nothing's more disconcerting than a 4th and 2 field goal attempt that falls 10 yards short of the target.

As for punting, there are two things to keep in mind. First off, Madden is way realistic, so it's possible to outkick your coverage. Get a lot of foot into it, but sometimes a short, high punt will get the job done. Secondly, if you're trying to punt directionally, really angle it toward the sideline. By just pushing the kicking arrow toward the sideline you're going to find a touchback in your future, which, without question, sucks.



DA BOMB



If you've got a big play arm attached to your quarterback's body, start looking at your cast of wide receivers to see who has the breakaway speed. Not every team is equipped with an athlete like Randy Moss, but surely there's someone who can get a step on a few d-backs. Once you're in the know, plug the receiver into your lineup. Now, find your Max Protect plays. Oftentimes they'll be in the I Form part of the playbook. Once everyone's raring to go at the line, tap Triangle to bring up Hot Routes. Now hold the icon associated with your speediest receiver (we'll say he's represented by Square in this example) and push Up. Snap the ball and watch that receiver go straight out. Once you feel he's got the step he needs, tap the Square button, and we mean tap, and watch the footrace. Oftentimes the ball will be overthrown or it will be caught. If it's caught, you've got yourself a big-time catch, often more than 40 yards.

(cont. from page 188)

Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Müller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: BADCOPSHOW

4x Firing Rate: ICOSIDODEC

Reflecting Shots: GOBLUE

Unlock William Shakespeare in Multiplayer: PAYBACK

Unlock Winston Churchill in Multiplayer: FINESTHOUR

Unlock the Raptor in Multiplayer: SSPIELBERG

From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)

Codes for Multiplayer Mode:

Unlock Wolfgang: HOODUP

Unlock Bismarck: WOOFWOOF

Unlock Otto: HERRZOMBIE

Unlock Noah: BEACHBALL

Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen:

Unlock the Making of Level 1 (History): INVASION

Unlock the Making of Level 2 (History): BIGGRETA

Unlock the Making of Level 3 (History): DASBOOT

Unlock the Making of Level 4 (History): STUKA

Unlock the Making of Level 5 (History): KOMET

Unlock the Making of Level 6 and 7 (History): TWOSIXTWO

Unlock the Making of Level 8 (History): VICTORYDAY

Pictures of the Development Team: DWIMOHTEAM

Secret Photo Gallery of Staff: DWIGALLERY

L. Henson Picture: COOLCHICK

A. Jones Picture: AJRULES

Mission Log Codes: *For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.*

Audie Murphy Mode (Invincibility): MOSTMEDALS

Wire Frames: TRACERON

Cheaters Never Prosper: *Enter these codes on either the title screen or the main menu. You will*

(cont. on page 192)

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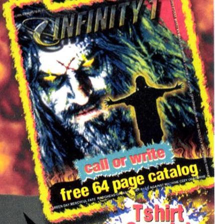

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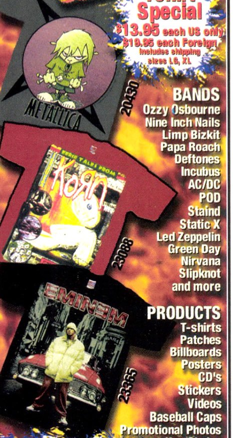

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Nine Inch Nails
Limp Bizkit
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Incubus
AC/DC
POD
Staind
Static X
Led Zeppelin
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Nirvana
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CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, accesories and 36" monitor. Base prize package value $1400.

CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive,8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Options include Sattelite TV and camcorder. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle.

All entries must be post marked by March 25, 2001.
ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY.
WE WILL NOT ACCEPT CANADIAN CHECKS.

Clip This Order Form And Mail It

PRIZE PUZZLE

WORD LIST

TOWER	- P	LEGAL	- Y
EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
~~HAPPY~~	~~- O~~	FIELD	- B
SHARE	- Z	BLADE	- D

					SECRET WORD ↓
		T			
H	A	P	P	Y	O
	L				
			S		
				L	

SECRET WORD CLUE:
What comes after yesterday but before tomorrow?

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:

☐ ($3) Video Game ☐ ($3) Home Theater
☐ ($3) Computer ☐ ($5) Enter All Three

102

Name

Mailing Address Apartment #

City State Zip

Area Code Phone Number

SEND CASH, MONEY ORDER OR CHECK TO:
ELATION, P.O. BOX 44213 DEPT 953, EDEN PRAIRIE, MN 55344

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Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.

CHRONO CROSS™

Second installment of our two part strategy. Check out our November issue for the first half.

QuickDraw
9
Lynx
0
Lv
712/735
Sta.7.0
Sprigg
0
Lv
441/532
Sta.7.0
Harle
0
Lv
636/694
Sta.7.0

Section 25 WORTHY OF HANGING ON THE REFRIGERATOR

Location: The Temporal Vortex.
Plot Progression: Recruit Sprigg, then meet Harle in the room at the top. Catch Harle and escape from the Vortex by way of the hole at the bottom of the area you appear in.
Possible Party Members:
SPRIGG—Joins automatically.
HARLE—She joins after you open the door to reality.
Miscellaneous: ① Don't forget to re-allocate your elements. ② Walk onto a branch to shake a fruit loose, then enter Sprigg's house before she gets back from seeing what happened. ③ To get the chest in the opening area, push the higher rock down two levels so it knocks the other out of the way. ④ Open the door that leads to Harle (in disguise) three times to catch her. ⑤ Use the lever in the Escher-esque area to open another path.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Total Chaos	240	Black	520	Mythril, Gravitonne	Mythril, Trashy

Section 26 DOES THAT MAKE ME MORE DANGEROUS...?

Location: Hydra Marshes, Opassa Beach, Arni Village.
Plot Progression: In Opassa Beach, attempt to use the dimensional gate. When it doesn't work, head to Arni Village and speak to Serge's mother. Head to Termina from here.
Possible Party Members: RADIUS—He joins after you defeat him.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Radius	790	Green	8	Heal, Magnify	Pendragon Sigil B, Panacea

Section 27 FRIENDS COME IN ALL SHAPES AND SIZES

Location: Fossil Valley, Shadow Forest, Termina.
Plot Progression: On the way to Termina, stop by the Shadow Forest to pick up a new party member. In Termina, talking to the guard near the bar reveals that your next stop should be Viper Manor.
Possible Party Members: FUNGUY—Find him in the cave in the Shadow Forest and give him the Mushroom the lost traveler gave you.
ZAPPA—"Let him join" when you talk to him in the Blacksmith's Shop.
Van—"Hire him" for a tour when speaking to him in his house, then tell the woman who comes to collect money "No, we're serious."
Miscellaneous: ① 300 G fills Van's piggy bank (bring Van to his room). ② The Smith Spirit, when used on the world map, calls up a portable Blacksmith Shop.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Bubba Dingo	145	Red	8	Leather, Ointment	Tablet, Capsule
Mama Dingo	245	Red	10	Strengthen, Magma Burst	Capsule, Poultice Cap
Drongo	190	Green	24	Carapace, Mythril	Heal, Carapace
Dodo	500	White	98	Strong Minded, Feather	Mythril, Magnify
Bulb	290	Green	130	Seed, Trap Sonja	Heal, Capsule
Cuscus	190	Green	24	Eagle Eye, Bat Eye	Capsule, Aero Blaster
Gerridae	250	Blue	216	Aqua Ball, Cure Plus	Cure Plus, Deluge
Gloop	205	Blue	250	Cure Plus, Numble	Numble, Deluge

Section 28 THIS OLD HOUSE

Location: Viper Manor.
Plot Progression: Find Norris so you can get permission to use the boat at the Termina docks.
Possible Party Members: NORRIS—Joins when you speak to him.
Miscellaneous: ① Use the well to enter the manor. ② In order to battle through the dungeon section of this area, return to the manor with Norris in your party and jump down the sinkhole near the guard on the rubble by the main entrance. ③ Toss the two barrels into the water to create a makeshift bridge to the valve room.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Alphabat	260	Black	69	Hell Bound, Iron	Hell Bound, Gravity Blow
Gloop	240	Blue	250	Cure Plus, Medicine	Cure Plus, Medicine
Witchetty	450	Blue	240	Humour, Medicine	Cure Plus, Aqua Ball

(cont. from page 190)

hear a voice say, "Cheaters never prosper" once the trick is entered correctly.
All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

MediEvil II

Cheats Menu: Press Start to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Monster Rancher

To do this trick, your breeding status must be in master rank (R-10). You must also have another game called "Tecmo's Deception" to do this trick.
Secret Monster: When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

NBA Shoot Out 2000

Hidden Easter Egg Menu: While playing a game, press Start to pause and then press the L2+R2+Square buttons simultaneously. The Easter Eggs menu will appear and you will be able to choose new options such as big heads, big feet, gravity, speed, etc.

Need for Speed: High Stakes

Cop Code: Enter the game option

(cont. on page 194)

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Section 29 BEEN THERE, DONE THAT

Location: Mount Pyre, Fort Dragonia.
Plot Progression: Use the small boat at the Termina dock to reach Mount Pyre, then pass through it to reach Fort Dragonia. As before, trigger the yellow, blue, green, red and white crystals to unlock and start the elevator. Once Draggy joins you, head to the El Nido Triangle to the south.
Possible Party Members: Draggy—Placing the Big Egg in the incubator in and tell him "Sure" when he asks you to help him to find his parents.
Miscellaneous: ① See Section 24 for the correct sequences for the yellow crystal area. ② If you come here later with Steena, using the Dragon Tear will trigger the crystals automatically.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Taurminator	665	Red	549	Mythril, Mythril Helmet	Mythril, Earring of Light
Cat Burglar	600	Red	487	Fur, N/A	Mythril, Denadorite
Hot Doggity	435	Red	420	Fang, Trap Red Wolf	Mythril, Trap Red Wolf
Lava Boy	590	Red	700	Gold Earring, Inferno	Flame Charm, Red Brooch
Gurgoyle	500	Yellow	587	Earth Charm, N/A	Denadorite, Nostrum
Cybot	1000	Yellow	987	Screw, Thunda Storm	Denadorite, Nostrum
Chamellion	500	Blue	500	White Out, Panacea	Denadorite, Trashy Tiara

Section 30 LITTLE BLUE MEN

Location: El Nido Triangle, Sky Dragon Isle.
Plot Progression: Get the Star Fragment from the triangle, then head to Sky Dragon Isle to draw the owner of it out.
Possible Party Members: Starky—Catch him after defeating his Mega Starky form.
Miscellaneous: ① Open the chest atop Sky Dragon Isle to battle Mega Starky.
② Take Starky to see the swordfish hanging in Arni Village to get him a new weapon.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Schoolmates	390	Blue	741	Mythril, Scale	Nostrum, Cure All
Puffy	295	Yellow	888	Mythril, Scale	Mythril, Deluge
Mega Starky	2900	White	1000	Mag Negate, N/A	Angel Charm, White Brooch

Section 31 DWELLING ON THE PAST

Location: Marbule, the Cruise Ship S.S. Zelbess.
Plot Progression: Gather information in Marbule, then head to the S.S. Zelbess. On board, battle the Sage while making your way to the Grand Slam. Sail to the Dead Sea once you have the Fiddler Crab.
Possible Party Members:
Irenes—Check out the voices you hear when you rest in the abandoned hut in Marbule to catch a quick glimpse of Irenes. After defeating the Sage on the Zelbess, cross over to Nikki's ship and tell him "Of course" you'll help him. Then just "Have her join your party."
Sneff—After defeating the Sage, see Sneff in the casino, then follow him to his dressing room to "Have him join your party."
Janice—"Have her join your party" after you defeat her in the Grand Slam arena.
Miscellaneous: ① Speak to Great Explorer Toma in Marbule. Ask him about all the topics he has to share. ② On board the Zelbess, watch the Sneff Family Show. ③ Talk to the demi-humans in the room next to Sneff's dressing room. ④ Accept Fargo's challenge, then play against him in the casino. ⑤ Enter the inn to come up with a plan, then re-watch the Sneff Family Show, this time "Volunteering" to help out. ⑥ Head up the ladder at the inn and get the "Handle" from the cheating device beneath the roulette wheel. ⑦ Have Sneff change you back, then challenge Fargo to another roulette match. ⑧ To catch the Sage that's just past the guarded door to the Grand Slam, enter the opening he's going to come through. ⑨ Avoid using elements on the Sage if you can. ⑩ In the Grand Slam, you can choose a team of monsters to battle your opponent's team. The monsters you can choose are the ones Sprigg can transform into. ⑪ Use the rope at the crow's nest to reach Nikki's ship.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Sage	1550	White	634	Mythril Helmet, N/A	Silver Pendant, Kung Fu Shoes
Gloop	230	Blue	N/A	Stamina Belt	N/A
Taurminator	680	Red	N/A	Stamina Belt	N/A
Beeba	310	Yellow	N/A	Stamina Belt	N/A
Gobledygook	280	Red	N/A	Resistance Belt	N/A
Cybot	980	Yellow	N/A	Resistance Belt	N/A
Spearfisher	500	Blue	N/A	Resistance Belt	N/A
Airframe	475	Black	N/A	Dreamer's Scarf	N/A
Cassowary	500	Yellow	N/A	Dreamer's Scarf	N/A
Cuscus	220	Green	N/A	Dreamer's Scarf	N/A

Section 32 THE TRUTH IS OUT THERE

Location: Dead Sea, Death's Door, Hermit's Hideaway, Isle of the Damned, Death's Door.
Plot Progression: Use the Fiddler Crab where it indicates the "Dead Sea" to open Death's Door. Upon being stopped, get Garai's Keepsake from the Hermit's Hideaway and the Einlanzer Sword from the Isle of the Damned, then return to Death's Door.
Possible Party Members: Skelly—After finding all six pieces of him (Heavy Skull, Angry Scapula, Pelvic Bone, Good Backbone, Sturdy Ribs, Mixed Bones), return Termina (alternate) and speak to Skelly's grandmother (house to the right of General Viper's statue). After giving Skelly a moment (leave the house and come back), talk to him and say the magic word, "Please."
Miscellaneous: ① Destroy enemies next to the sealed doors in the first section of the Isle of the Damned to burn them open. ② Use Garai's Keepsake next to the sealed reflective doors in the second section of the Isle of the Damned to open them. ③ If you travel to the Isle of the Damned (alternate), you can find an Eyeball, Revenge and Mixed Bones (the final piece of Skelly).

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Will O'Wisp	210	Red	280	Fire Pillar, Inferno	Capsule, Heal
Airframe	460	Black	587	Bone, Seal All	Mythril, Elbow Pad
Dead Head	1100	Black	590	Diminish, Mythril	Heal, Antitoxinal Cap
Dead Beat	155	Black	280	Eyeball, Trap Holy Light	Trap Unicorn, Trap Ultra Nova
Wight Knight	750	Black	783	Iron, Rainbow Shell	Hell Bound, Nostrum
Garai	2030	Black	1358	Dragoon's Honor, N/A	Capsule, Heal

(cont. from page 192)

screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

NFL GameDay 2000

Enter the options screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function.

Receivers Catch Better: GLOVES
Super Speed Bursts: JUICE
Super Stiff Arm: PISTON
All Players Have Equal Abilities: EVEN TEAMS
No Penalties for Home Team: HOME COOKING
Running Back Is Juiced: DAVIS
Hidden Difficulty Level: GD CHALLENGE
Large Players: GOLIATH
Tall and Thin Players: PENCILS
Tiny Players: FLEA CIRCUS

NHL 2000

Under the "Advanced" options, select Rosters. Now go to the "Player Management" option and choose Create Player. From here, you can create high statistic players as shown.

Awesome Players: Name your player Peter Forsberg or Joe Sakic. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. You can change this player's name, but don't change any other attributes. Create many players like this to get a team with high stats.

Awesome Defensemen: Name your player Sandis Ozolinsh. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Create many players like this to get defensemen with high stats.

Awesome Goalie: Name your player Patrick Roy. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Now you can have a goalie with high stats.

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)

Section 33 *A Path Not Taken*

Location: Death's Door, Dead Sea, Highway Ruins, City Ruins, Tower of Geddon.
Plot Progression: Pass through the Highway and City Ruins to reach the Tower of Geddon. Climb the tower and battle Miguel in order to try restoring the dimensional distortion.
Miscellaneous: ① Enter the tower to the left in the City Ruins to have Norris activate the console. ② Talk to the Geos in Geddon Tower's train area, then inspect the top of the blocked stairs when he disappears to find the Station Pass.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Geos	215	Black	350	Eyeball, Hi Res	Capsule, Heal
Highwayman	2090	Black	1100	Mythril, Nimble	Mythril, Numble
Robo Ducky	460	White	469	Screw, Mythril	Mythril, Gold Earring
Gremlin	280	Green	369	Humour, Leather	Dancing Shoes, Sight Scope
Mannequeen	205	Yellow	326	Mythril, Inferno	Mythril, Sight Scope
Tragedienne	370	Red	480	Aqua Ball, Deluge	Heal, Carnivore
Miguel	2050	White	1540	Dreamer's Scarf	N/A

Star Fragment

Section 34 *An Alliance with the Dragoons*

Location: Opassa Beach, Opassa Beach (alternate), Fossil Valley (alternate), Termina (alternate).
Plot Progression: Go to Termina (alternate), then head to the Viper Manor (alternate).
Possible Party Members: KARSH—In the hidden room behind the Termina bar, choose either him or Zoah.
ZOAH - In the hidden room behind the Termina bar, choose either him or Karsh.
Miscellaneous: ① Take Draggy to the dragon skull in the Fossil Valley (alternate) to find his level 7 element. ② Take Van to see his father in Termina (alternate) to have his piggy bank enlarged. You can now put more money in it if you return to Van's room in your world's Termina.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Tutanshaman	295	Red	800	Weaken, Elbow Pad	Capsule, Sky Djinn Ring
Shadow Cat	365	Black	476	Fur, Trap Mother Ship	Free Fall, Daemon Charm
Drongo	42	Green	60	Seed, Aero Saucer	Tablet, Heal
Dodo	161	White	2	Feather, Bone	Feather, Purify

Section 35 *Damsel in Distress*

Location: Viper Manor (alternate).
Plot Progression: Enter the manor through the front gate and rescue Lady Riddel from the prison in the basement. Head to Hermit's Hideaway (alternate) once you've made your escape.
Possible Party Members: ORCHA—Joins automatically after defeating his Hell's Cook form.
GROBYC—Joins after you defeat him.

Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.
View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.
Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.
Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!*

Resident Evil: Director's Cut

Double Ammo Trick: Double the ammo every time you pick up clips by highlighting "Advanced Mode" at the main menu. Press and hold Right until the word "Advanced" turns green. When it does, start the game. Now all the ammo you pick up is doubled.

Resident Evil 2

In addition to the thrills and chills

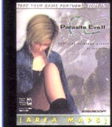
(cont. on page 196)

STRATEGY GUIDES

Here's the system: If the strategy guide is useful, gives tricks and tips and helps you narrow your game time, it's going to score well. If it doesn't, it's not. Will the guide make you a better gamer? It'd better, or we'll tell you to save your cheddar.

Tony Hawk's Pro Skater 2
There's tons to do in this sequel and this is a book that will show you just about everything you need to know. The problem is that the guide tells you where things are, but not how to *get* them. One thing this guide details perfectly are the plethora of gaps and a list of unlockables. Handy, but hardcore THPS guys will only need it for the gap guide.
Final Score ●●●●
www.bradygames.com

Parasite Eve II



When it comes to walk-throughs, it's hard to get more thorough than the impressive Parasite Eve II Guide. The detailed encyclopedia of every weapon, item, Parasite Energy, enemy and boss proves surprisingly helpful. The walk-through can be a bit fuzzy on specifics (like the exact time in which you need to beat the first boss in order to get the good ending), and the maps are screenshots taken from the in-game maps. But these are small complaints about an extremely solid product.
Final Score ●●●●
www.bradygames.com

NFL GameDay 2001
The day someone makes a useful strategy guide for a football game is the day *OPM* will holler from the tops of buildings telling you to buy it. That day has yet to come and Prima's GameDay guide is further proof of that. Besides a really cool cover, a list of 13 Easter Eggs (which we'll put in a sidebar for you) and some ideas on what plays to call, everything else can be found in the game. Do we really need to know Tim Couch's height and weight? A resounding "No." Save your money for burning, because this guide won't teach you much.
Final Score ●●
www.primagames.com

Threads of Fate
Since the puzzles in Threads of Fate aren't exceedingly difficult, the only reason to purchase this guide is for help in defeating the game's two or three tough bosses. You also get a bestiary of enemies, a couple useful sets of maps, a whopping two secrets and a ton of info you should know from the instruction booklet. Overall, it does a good job of trimming your game time from a dozen hours down to eight or nine...if that's what you want to do with your hard-earned 15 bucks.
Final Score ●●●
www.bradygames.com

MONSTER RANCHER BATTLE CARD EPISODE II

UNLEASH CELINE'S INNER MONSTER

Like the past two Monster Rancher games, Battle Card lets you turn to an eclectic assortment of music and game CDs to spawn unique creations. Got a Celine Dion CD? No need to hide your shame anymore—it's all for the love of the game!

MUSIC

Name of artist/*Name of CD*	**Card produced**
No Doubt/*Return of Saturn*	Hare Rush Punch
No Doubt/*Tragic Kingdom*	Tiger Lightning
Blink 182/*Enima of the State*	Blow Away
Celine Dion/*Falling Into You*	Golem Roller
Britney Spears/*Oops! I did it Again*	Naga Whirl Blow
Metallica/*Justice for All*	Phoenix Beak
Beastie Boys/*Grand Royal*	Tiger Right Claw
Sound Garden/*Badmotorfinger*	Metalner Yo Yo
Rob Zombie/*American Made Music to Strip By*	Dino Throw Away
Dave Matthews Band/*Crash*	Plant Life Steal
Andrea Bocelli/*Sacred Arias*	Phoenix Mys. Power
Fear Factory/*Remanufacture*	Mocchi Hide
Brian Setzer Orchestra/*Dirty Boogie*	Tiger Sonic Move
Guns N' Roses/*Appetite For Destruction*	Gali Evil Dance
Kiss/*Greatest Kiss*	Twinkling
Korn/*Life is Peachy*	Naga Evil Shots
Jewel/*Pieces of You*	Mocchi Roll
Mariah Carey/*#1's*	Mew Head Butt

GAMES

Name of game	**Card produced**
Dead or Alive	HengerThunder Bolt
Deception 2: Kagero	Busy Time
Monster Rancher 2	Tiger Charge

Miscellaneous: ① Inspect the bust in General Viper's room to open the secret door. ② Place the Decor Shield on the suit of armor that's missing a shield in the armory. Next, push the snake statue into the slot near the similar statue on the right wall to open a hidden door. Finally, inspect the pillar to the left to access the switch to shut off the trap in the room you've just uncovered. ③ Inspect the grate outside the guard's quarters to find a way into the basement and from there, the prison. ④ Use the valves to open gates and stop the water's current in the basement.

⑤ Knock the barrels into the water to create a makeshift bridge. You'll need to leave and re-enter the basement. ⑥ You'll fight the Guillot twice. ⑦ Walk to the Shadow Forest end of the basement sewers to scare the Gerridae into knocking the chest into the water. Reach it by way of the well. ⑧ To get the Top Shot, you must return to Norris after rescuing Riddel. ⑨ If you bring Karsh to the Isle of the Damned (alternate) as described in the letter, you will battle Solt and Peppor (you can do this after you acquire Karsh in Section 36 if you chose Zoah earlier).

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Spearfisher	500	Blue	140	Cure All, Nimble	Antiviral Cap, Ice Blast
Lantern Jaw	300	Red	564	Capsule, Inferno	Magma Burst, Cloud Cape
Roachester	1300	Blue	1076	Elbow Pad, N/A	Resistance Ring, N/A
Hell's Cook	2950	Red	1490	Gold Pendant, Mythril	Mythril, Poultice Cap
Porre Private	360	White	250	Aqua Ball, Iron Helmet	Capsule, Nimble
Porre Sergeant	440	White	350	Ice Blast, Stamina Ring	Kung Fu Shoes, Nostrum
Grobyc	2920	Black	1250	Free Fall, Defender	Black Brooch, N/A
Guillot	1030	Yellow	0	Mythril, Screw	Screw, Denadorite Gun
Solt	930	Yellow	501	Denadorite, Stone Mail	Resistance Belt, Pendragon Sigil B
Peppor	1040	Yellow	602	Denadorite, Stone Mail	

Section 36 NEW RECRUITS

Location: Hermit's Hideaway (alternate), S.S. Invincible (alternate), Pearly Gates.
Plot Progression: Rest for the night at Hermit's Hideaway (alternate), then regroup at the S.S. Invincible. After speaking with Harle at the Pearly Gates, seek the protection of the six dragons.
Possible Party Members: RIDDEL—Joins automatically upon your speaking to her at Hermit's Hideaway (alternate).
GENERAL VIPER—He joins when you find him on the S.S. Invincible.
FARGO—He'll join you just after General Viper.
MARCY—She joins right after Fargo.
KARSH—If you already have Zoah, he'll join after Marcy.
ZOAH—If you already have Karsh, he'll join after Marcy.

Section 37 INTO THE MOSH PIT

Location: S.S. Zelbess, Marbule, Marbule (alternate).
Plot Progression: Have Fargo speak to his alternate self aboard the S.S. Zelbess. Destroy all the monsters in Marbule while Nikki distracts them, then travel to Marbule (alternate) to find the Black Relic.
Possible Party Members: MIKI—"Have her join your party" upon talking to her in the dining room of the S.S. Zelbess.
PIP—Talk to her in the hold of the S.S. Invincible.

(cont. from page 195)

normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.
Play as Tofu: This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.
Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. They key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you slight advantage in terms of finishing the game.

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.
Instant Turbo Blast: In the middle of the game, press and hold the Accelerator and Brake buttons simultaneously. Now turn yourself around twice, so that you complete two 360s and let go of the Accelerator and Brake buttons.

Miscellaneous: To get the Valencian Frame, you must do so before Nikki begins his concert.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Lagoonate	500	Blue	550	Resistance Ring, Scale	Capsule, Cure All
Black Dragon	4090	Black	2154	Grim Reaper, N/A	Black Plate, N/A

Section 38 HELLISH

Location: Mount Pyre (alternate).
Plot Progression: Defeat both stages of the Fire Dragon.
Miscellaneous: ① Use the Ice Breath to freeze the lava if you haven't done so already. ② If you enter your world's Mount Pyre after defeating the Fire Dragon, you can now reach chests containing a Red Brooch, Inferno, Weaken and Strengthen.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Lava Boy	235	Red	600	Magma Burst, Silver Pendant	Tablet, Sight Scope
Cat Burglar	200	Red	234	Ointment, Leather	Poultice Cap, Power Glove
Hot Doggity	160	Red	140	Fang, Iron	Dancing Shoes, N/A
Fire Dragon Stage 1	890	Red	0	N/A	Magic Ring, Wisp Cape
Fire Dragon Stage 2	3620	Red	1800	Salamander, N/A	Red Plate, N/A

Section 39 BLUE MEANIE

Location: Water Dragon Isle.
Plot Progression: Defeat the Water Dragon.
Miscellaneous: ① See Section 22 for the main item list. ② Tell the Water Dragon you seek "The Dragon God's blessing."

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Lagoonate	460	Blue	540	Trap Inferno, Scale	Earring of Light, Trap Volcano
Mantarrey	480	Blue	500	Leather, Cure Plus	Medicine, Antiviral Cap
Sidesteppa	650	Blue	874	Carapace, Cure All	Anti Red, Sea Charm
Water Dragon	2675	Blue	2036	Blue Whale, N/A	Blue Plate, N/A

Section 40 JOURNEY TO THE CENTER OF THE EARTH

Location: Earth Dragon Isle, Earth Dragon Isle (alternate).
Plot Progression: Defeat the Earth Dragon.
Miscellaneous: ① Walk into the quicksand to land in the caverns below. ② Once you're blocked by the first Rockroach, leave the Isle and return to give the explorers time to move it. Push or use the Explosives to move the Rockroaches. ③ Seek "The Dragon God's blessing" upon talking with the Earth Dragon. ④ If you travel to Earth Dragon Isle (alternate) (optional) you'll find a Brace, Capsule and Upheaval, as well as a monster called the Criosphinx. Wearing the Yellow Plate turns any damage done by its Yellow elements into HP. Defend and answer six questions by casting the correct colored element if you want, but you'll receive no reward: "Silence be..." is Yellow, "Royal carpet" is Red, "First prize ribbon" is Blue, "Jealous monster's" is Green, "Top rank..." is Black, "Knuckles of fear" is White.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Rockroach	530	Yellow	650	Denadorite, Carapace	Trap Sonja, Trap Tornado
Fossicker	575	Yellow	540	Mythril, N/A	Mythril, Denadorite
Bomber	625	Black	15	N/A	Capsule, Cloud Cape
Yellow Belly	600	Yellow	480	Numble, Humour	Capsule, Earth Charm
Earth Dragon	2950	Yellow	1547	Thunda Snake, N/A	Yellow Plate, N/A
Criosphinx	13406	Yellow	2500	Sunglasses, N/A	Denadorite, Rainbow Shell

Section 41 LAND OF THE LOST

Location: Hydra Marshes, Gaea's Navel.
Plot Progression: In the Hydra Marshes, catch a ride on the Wingapede to Gaea's Navel.
Possible Party Members: Leah - She joins automatically upon your arrival at Gaea's Navel.
Miscellaneous: ① See Section 17 for the items and enemies found in the Hydra Marshes. ② To get the Ancient Fruit, fight the Beeba who appears at the far left. ③ If this is your first trip here, fight the Wingapede who arrives when you use the Beeba Flute at the open area toward the top, then return to the far left and fight the Beeba near the save spot. Use the Beeba Flute at the end of the branch (where a Beeba is standing) to call the Wingapede a second. ④ You can climb trees and vines in Gaea's Navel. ⑤ To make Tyrano appear, return to the opening area. When it's quiet, approach the center. ⑥ With the field entirely green, the Green Dragon may cast Carnivore. ⑦ Use the Beeba Flute at the spot in Gaea's Navel you were dropped off to get the Wingapede to return.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Prey Mantis	605	Green	589	Feather, Trap Sonja	Forest Charm, Green Brooch
Pterodact	780	Red	638	Inferno, Earring of Light	Cloud Cape, Stamina Belt
Prehysteric	538	Yellow	650	Denadorite, Trap Golem	Earth Charm, Yellow Brooch
Tyrano	1660	Red	1080	Resistance Ring, N/A	Earring of Light, Power Seal
Green Dragor	3975	Green	1110	Genie, N/A	Green Plate, N/A

Section 42 THE FINAL RELIC

Location: Sky Dragon Isle (alternate).
Plot Progression: Defeat the Sky Dragon, then head to your world's Guldove.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Sky Cragon	3650	White	2150	Saints, N/A	White Plate, N/A

Spyro 2: Ripto's Rage!

In the middle of the game, press Start to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.
PaRappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.
All Abilities: Circle, Circle, Circle, Circle, Square.

Star Wars: Episode 1 The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+Select+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Street Fighter EX 2 Plus

After unlocking these fighters, they can be found on the character select screen.

Play as Garuda: At the main menu, highlight "Arcade" and press Select, Select, Select, Right, Select, Select, Down, Select, Select, Select.
Play as Shadow Geist: At the main menu, highlight "Versus" and press Select, Select, Select, Down, Select, Select, Select, Select, Up, Select, Select, Select.
Play as Kairi: At the main menu, highlight "Option" and press Select, Right, Select, Select, Select, Down, Select, Select.
Play as Hayate: At the main menu, highlight "Bonus Game" and press Select, Select , Up, Select, Select, Select, Select, Up, Select, Left, Select, Select, Select, Select, Select.

(cont. on page 198)

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Section 43 Back and Forth

Location: Guldove, Guldove (alternate), Guldove, Isle of the Damned, Hydra Marshes (alternate).
Plot Progression: Attempt to enter the house of Chief Direa. When turned away, head to Guldove (alternate) to get the Dragon Emblem. After getting it, return to Guldove and use it to get into Chief Direa's so you can talk to Steena. Collect Steena's missing two elements once she joins you. Head to Fort Dragonia when you're ready.
Possible Party Members: STEENA—Talk to her at Chief Direa's house in Guldove after getting the Dragon Emblem.
Miscellaneous: ① Use the Garai Keepsake to pass through the mirrored barriers in the Isle of the Damned. ② The De-Hydrate can be found at the bottom of the hole in the open space toward the top of the Hydra Marshes (alternate) [where the Pentapus was in Section 17].

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Orlha	1710	Blue	1520	Mythril, Waist Pad	Kung Fu Shoes, N/A
De-Hydrate	110	Black	780	Free Fall, Resistance Ring	Hell Bound, Daemon Charm

Section 44 Be Prepared

Location: Fort Dragonia, various locations.
Plot Progression: Use the Dragon Tear in the Room of Rituals (where you switched forms with Lynx). Once your party reforms, seek out all the level 7 elements you can (some characters will acquire them automatically). Head to the Dead Sea Ruins when you're ready.
Possible Party Members: ALL—except for Kid, any characters who were in your party before you switched forms with Lynx will return automatically (use the Tele-Porter to see them).
ORLHA—Once back in the form of Serge, speak to her at the Guldove (alternate) and show her the Sapphire Brooch.
TURNIP—Use the Ice Breath at Hermit's Hideaway (alternate) to cool down the hot spot of land near the dwelling. Next, have Poshul inspect the vegetation that's growing in the same spot at the Hermit's Hideaway in your world.
Miscellaneous: ① Inspect the pedestal in the Room of Relics to place the Dragon Tear. ② If Kid was never in your party, you won't have the Ice Breath. ③ Nikki's ship, the Magical Dreamers, is docked next to the S.S. Zelbess in your home world. ④ For General Viper's level 7 element and Dragoon's Glory, head into the hidden room after talking to the barkeep. ⑤ To battle Dario, have the Memento Pendant in your inventory and Riddel in your party, and sail to the Forbidden Island (just west of the current between Fort Dragonia and the Hermit's Hideaway). ⑥ Equip the Black Plate to turn any damage done by Black elements into HP. ⑦ Receiving Leena's level 7 element depends on how you answered the questions at Opassa Beach and the Arni Village (alternate) pier early on. To rescue the butterfly on Sky Dragon Isle, push the monster away from it with Neo Fio when it catches it. ⑧ Once you have the Master Hammer, bring Zappa to the Termina (alternate) and speak to the Zappa there. ⑨ If you have Rainbow Shells in your inventory, new weapons and armors will be available for you to forge (see Smith Spirit item for details). ⑩ You'll need Norris in your party to get past the gates of the Viper Manor (alternate). ⑪ To get to the area of the basement where the Magic Seal and Luccia's level 7 element are, use the grate in the kitchen of Viper Manor (alternate). ⑫ To get Doc's level 7 element "Hang Ten" you must have acquired him earlier (see Section 21), and not have him in your party when you go to Guldove (alternate) to give the Medical Book.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Dark Serge	3199	Black	1234	Stamina Belt, Pendragon Sigil A	Trashy Tiara, Rainbow Shell
Dario	550	Black	2500	Dreamer's Scarf, N/A	Pendragon Sigil A, Nostrum

Section 45 Time Waits for No One

Location: Dead Sea Ruins, Fate Distortion, Sea of Eden, Clotho, Lachesis, Atropos, Future Ruins.
Plot Progression: At the Dead Sea Ruins, head into any of the three Fate Distortions. Next, enter each of the Time Distortions to battle one of three possible guardians—victory opens the Future Ruins.
Miscellaneous: ① The Time Distortion you enter last, once inside the Fate Distortions, dictates which guardian you battle. Past is Vita Tres, Present is Vita Unus, Future is Vita Duo.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Vita Unus	4350	Red	1180	Vigora, N/A	White Brooch, Diva Dress
Vita Duo	4200	Green	1190	Earring of Light, Diva Dress	White Brooch, Holy Healing
Vita Tres	4750	Blue	1200	Diva Dress, Golden Tiara	White Brooch, Holy Healing

Section 46 Chrono Trigger

Location: Future Ruins, Time Fortress Chronopolis.
Plot Progression: Enter Chronopolis and make your way to the lab on floor B1.
Miscellaneous: ① Use the wall switch to extend the first bridge in the septic pool area. ② Use the sewer robot to extend the far bridge in the septic pool area. ③ Release the Security Level 2 lock on the doors and elevator by using the console in the map room on the second floor. ④ After speaking to the shadow figure by the chest on the third floor stairwell and hearing the briefing in the Time Egg room, return to the first floor docks to talk with the chief. ⑤ Return to the observation room on the fourth floor after the chief leaves the docks. ⑥ Use the Card Key to access floor B1 by way of the elevator. ⑦ Use the scanner at the end of the walkway on floor B1 to unlock the lab chamber.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Polis Police	3500	White	1000	Phys Negate, N/A	Capsule, Rainbow Shell
Gizmotoid	495	Red	850	Denadorite, Power Seal	Denadorite, Nostrum
Gyroblade	472	White	800	Meteor Shower, N/A	Denadorite, Gold Earring
Aero-Guard	530	Blue	780	Crew, N/A	Denadorite, Holy Light
Combot	1975	Red	1400	Inferno, Screw	Nostrum, Denadorite
Fate	5250	Black	2457	Magic Seal, N/A	Holy Healing, Earring of Light

(cont. from page 197)

Satellite Fall and Excel Bonus Games: At the main menu, highlight "Bonus Game" and press Select, Select, Select, Select, Select, Left, Select, Select, Select, Up, Select, Right, Select, Select.
Bison II Bonus Game: At the main menu, highlight "Bonus Game" and press Select (13 times), Up, Select, Select, Select, Select, Down, Select (14 times).
Maniac Mode: At the main menu, highlight "Practice" and press Select, Select, Select, Select, Select, Left, Select, Select, Select, Select, Select, Down, Select, Select, Select, Down, Select, Right, Select, Down, Select, Select, Select, Select.
Maniac Mode Sample: At the main menu, highlight "Practice" and press Select, Down, Select, Left, Select, Up, Select, Up, Select, Right, Select, Up, Select, Left, Select, Up, Select, Right, Select. "Sample" will be in the Maniac Mode pause menu.

Syphon Filter

Level Select: Pause the game, go into the options menu. Highlight the "Select Mission" option, then press and hold Left+L1+R1+Select+Square+X.
All Weapons and Ammunition: Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). *Note: Only the weapons normally available during the current level will become selectable.*
Hard Mode: While on "New Game" on the title screen, press Left+L1+R2+Select+Square+Circle+X. You will hear Gabe say, "Damn it!" when entered correctly. When you start the fist level, the screen will say "Hard Difficulty" under the area name.
Cinema Mode: When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is a fence and an elevator; on the left is an alley. Go down the alley and you should be in a street with flaming squad-cars at the end. On the left side are three doors. Use the Sniping Mode to look up, and it should say "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say, "Got it" after you enter the code.

Section 47 CHRONO CROSS

Location: Divine Dragon Falls (alternate), Hermit's Hideaway (alternate), Lucca's House, Viper Manor (alternate).
Plot Progression: Upon leaving Chronopolis, head to the Divine Dragon Falls (alternate). Place the Tear of Hate and the Tear of Love on the two pedestals inside to receive the Chrono Cross. Sail to Hermit's Hideaway (alternate) once you have it (skip to section 48 after you get the Chrono Cross if Kid never joined your party during the game) to try to save Kid.
Possible Party Members: KID—Joins automatically after you rescue her in the past.
Miscellaneous: ① The Chrono Cross is an element which recharges all other equipped elements. ② At this point Glenn can draw the Einlanzer from his family's grave. ③ The Divine Dragon Falls (alternate) is located slightly northeast of the Arni Village (alternate). ④ Check on Kid to be sent to Lucca's house. ⑤ You must rid the area nearby of enemies before you can find the children. ⑥ Climb through the loose floorboard to reach Kid's area. ⑦ Use the Ice Gun to extinguish certain flames.

Section 48 20,000 LEAGUES UNDER THE SEA

Location: El Nido Triangle (alternate).
Plot Progression: Bring Starky to the El Nido Triangle (alternate) so you can enter his Spaceship and retrieve an anti-gravity device.
Miscellaneous: Use Red elements to damage the Royal Jelly. After Starky installs the anti-gravity device on your boat, you'll be able to fly to Terra Tower. To get the Star Struck element from Starky's spaceship, you must return to it after landing on what has become Terra Tower.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Puffy	295	Yellow	888	Mythril, Scale	Mythril, Deluge
Jelly Blubba	500	Blue	638	Mythril, Cure All	Cure All, Iceberg
Sidesteppa	590	Blue	800	Cure All, N/A	Numble, Nostrum
Mantarrey	463	Blue	563	Leather, Trap Frog Prince	Mythril, Trap Frog Prince
Royal Jelly	1725	Blue	900	Resistance Belt, N/A	Earring of Light, Sky Djinn Ring

Section 49 LET SLEEPING DRAGONS LIE

Location: Terra Tower.
Plot Progression: Now that the Dragons have shown their true face, use your newly modified boat to fly to what was once the Sky Dragon Isle (alternate)—Terra Tower. Seek out the Frozen Flame at its summit.
Miscellaneous: ① Push the large stone pillars to form bridges inside the tower. ② In the Viper Manor library area, push the switch on the second level to lower the ladder. ③ Use the teleport pads to reach the upper levels. ④ Defeat Gravitor and Luxator to unseal the doorway leading to the summit. ⑤ After defeating all six bosses, the teleport pad leading to the Frozen Flame appears.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Terrator	2500	Yellow	1000	Yellow Field, N/A	Earth Charm, Yellow Brooch
Terra Terror	775	White	900	Nostrum, Defender	Waist Pad, Nostrum
Cytoplasm	468	Blue	210	Nostrum, N/A	Strengthen, N/A
Ectoplasm	446	Red	210	Nostrum, N/A	Cure All, N/A
Myxomycete	574	White	800	Angel Charm, Nostrum	Winged Shoes, Trashy Tiara
Whoot	571	Yellow	840	Earth Charm, Yellow Brooch	Third Eye, Trashy Tiara
Cupoid	540	White	750	Panacea, Winged Shoes	Stardust Cape, Panacea
Pyrotor	2350	Red	1000	Red Field, N/A	Red Brooch, Flame Charm
Anemotor	2400	Green	1000	Green Field, N/A	Green Brooch, Forest Charm
Gravitor	2850	Black	1100	Black Hole, N/A	Daemon Charm, Black Brooch
Luxator	3000	White	1100	Ultra Nova, N/A	White Brooch, Angel Charm
Aquator	2950	Blue	1000	Blue Field, N/A	Sea Charm, N/A
Time Devourer	15000	All	2000	Earring of Hope, N/A	Holy Healing, N/A

Section 50 WHERE EVEN ANGELS LOSE THEIR WAY

Location: Opassa Beach.
Plot Progression: Once in your world's Opassa Beach, use the Time Egg at the newly opened red portal to the left to be taken to your final confrontation.
Miscellaneous: ① Make sure to have the "Chrono Cross" element equipped for this battle. ② The "good ending" is achieved by casting the elements so that they appear at the top of the screen in the musical tone order of the game's theme: Yellow, Red, Green, Blue, Black, White and the Chrono Cross. This is easier than it seems. To do so, equip the six variously colored elements on level one and two of each character. Equip the rest of your slots with recovery items of various colors (Heal All's work well) as well as a Revive on each character. During the battle, level each character up to their maximum, then just hang in there until the Time Devourer casts the first two colors (Defend if it casts Yellow so you don't taint the line) then quickly cast the rest of the elements in the proper order (taking care to not have Serge's stamina level run out before casting the Chrono Cross). Since the Chrono Cross recharges the other elements (which you'll need for the Revives at the least), it shouldn't cost you much more than time—about a half an hour's worth to be exact.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Time Devourer	10000	White	N/A	N/A	Nostrum, N/A

When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.
Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+Select+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.
Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Who Wants to Be a Millionaire: 2nd Ed.

Replacement Names: Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you chose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY (one of the millionaire winners), will get you the replacement name, PHONY.

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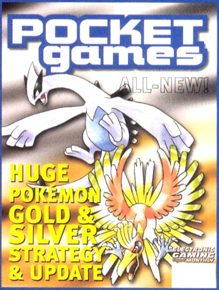

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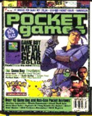

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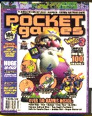

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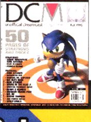

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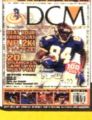

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NEXT MONTH

January 2001
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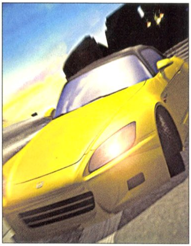
OFFICIAL U.S. PlayStation MAGAZINE

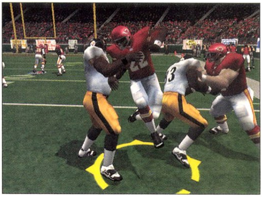
Gran Turismo 3: The greatest racer of all time gets BETTER! Plus: Tomb Raider PS2, PS one and Movie news • Holiday Shopping Suggestions for Procrastinators • PS2 Launch Retrospective • Even More PS2 Previews and Reviews • Loads of Tricks and Strategies



•Editorial content subject to change•

ELECTRONIC GAMING MONTHLY

December 2000
On sale now



The PlayStation 2 has landed, and EGM welcomes it with open arms—along with game rating clipboards. If you enjoyed the PS2 reviews in the last issue, just wait for this month, when EGM looks at Tekken Tag, Smuggler's Run, FIFA and NHL 2001, Armored Core 2, Evergrace and lots more. The PlayStation 2 may be online in the future, but the Dreamcast has it now. EGM burns up the phone lines to review NFL 2K1 and the rest of the SegaNet online games.

- You bought the system, now what games should you buy? All the answers in EGM's PlayStation 2 review blowout!
- NFL 2K1 has arrived and now EGM can put SegaNet to the test
- Previews of Capcom vs. SNK, Dragon Warrior VII and Paper Mario
- Power Tools returns with an all-new lineup of gadgets.

EXPERT GAMER

December 2000
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Tony Hawk 2 is more than just a sequel—it's a way of life. It's also a tough game with some tricky new maneuvers, so be sure to check out XG's fully loaded blowout in the December issue. Also deserving of blockbuster status is Legend of Zelda: Majora's Mask. They'll break it down in full detail, and get you to grips with the new time element. If you enjoyed the Tekken Tag Tournament strategy, look for more top-flight goodies next month. Finally, some NFL 2K1 codes and good tips for getting around the SegaNet lobbies round out the issue.

- Complete guide for Zelda: Majora's Mask
- Pokémon Puzzle League Quick Hit
- Feature on SegaNet
- Huge Final Fantasy IX Walk-through

SCORE
3587
SPECIAL
0:29
SWITCH
WEAK JUDO
50

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OFFICIAL U.S. PlayStation MAGAZINE

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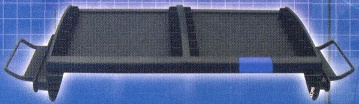

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- Cool design
- Holds up to 14 DVD cases and two PS2 controllers

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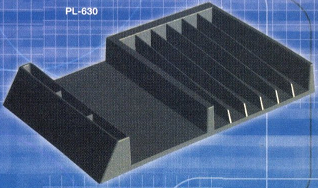

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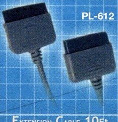

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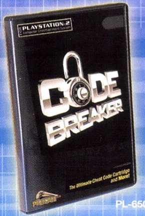

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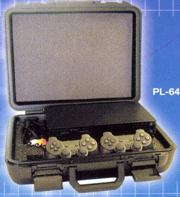

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- Great for travel

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- Fits 4 PS2 controllers and memory cards
- Supports PS2 in it's vertical position

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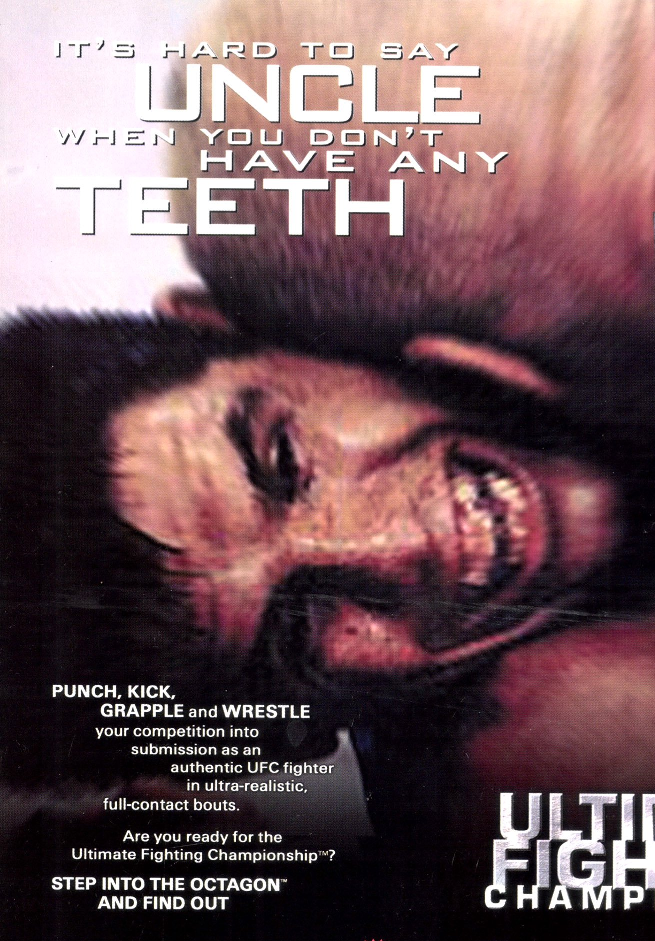

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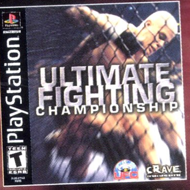

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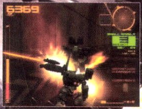
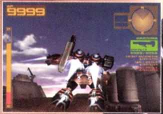
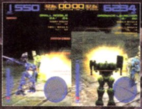


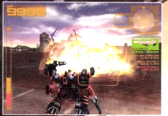
Wield an energy blade in close-quarters combat



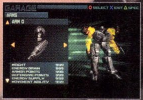
Enhanced propulsion technology



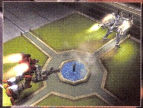
Challenge a friend in 2-player split-screen action



Destroy!!!



Customize your A.C. for maximum damage



Replays highlight your destructive kills

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Disrupt all in **Whoville**, from short Whos to tall.

And why should your grinchity ways bring such **pride**?

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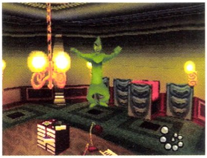

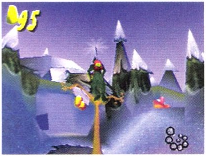

EVERYONE E CONTENT RATED BY ESRB Comic Mischief

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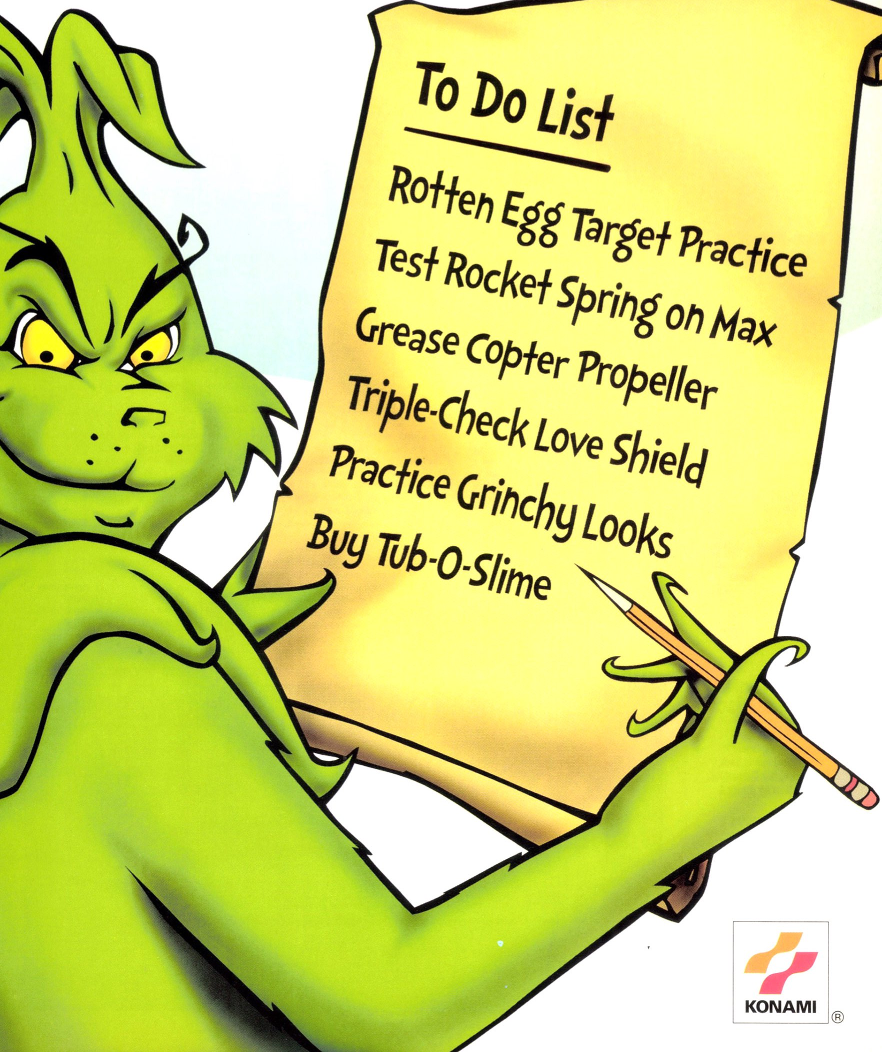
To Do List
Rotten Egg Target Practice
Test Rocket Spring on Max
Grease Copter Propeller
Triple-Check Love Shield
Practice Grinchy Looks
Buy Tub-O-Slime

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Non-Playable Demos

Muppet Race Mania

PLAYERS: **1-2** • AVAILABILITY: **NOW** • DEVELOPER: **TRAVELLER'S TALES** • PUBLISHER: **MIDWAY** • GENRE: **RACING**

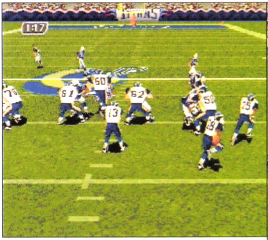
102 Dalmations

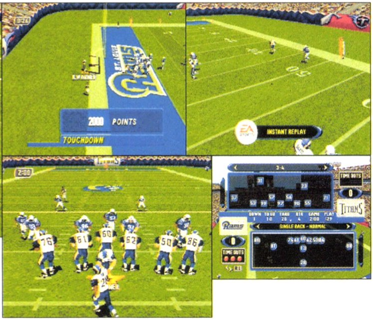
PLAYERS: **1** • AVAILABILITY: **NOVEMBER** • DEVELOPER: **CRYSTAL DYNAMICS** • PUBLISHER: **EIDOS** • GENRE: **ACTION**

Next Month's Demo Disc

Playables:
Spider-Man, Driver 2: The Wheelman Is Back, The Grinch, 102 Dalmations, Army Men Air Attack 2

Non-Playables:
Medal of Honor Underground





Madden NFL 2001

What is it?
A video game based on the American sport of "football," in which two teams of large and often ill-tempered men try to advance an oblong leather ball into the opposing team's scoring zone. C'mon, you know what it is!

What to expect in the full game:
The requisite roster updates, naturally—but a few new additions warrant an upgrade from last year's excellent version. Madden Cards can be obtained and used to open up codes, players and features. The big man returns to do the commentary, which is unfortunate for some. Still, would you rather listen to ol' John belting out "Now that was a great hit!" or hear references to Dante's *Inferno* and daguerreotype photography? Yeah, we thought so.

Our advice:
This one could very well have been subtitled: "The NFL Coach Blood Pressure Simulator." The 2-Minute Drill is the most exciting 120 seconds in the world of sports, and EA does a good job of keeping that intensity intact. When dealing with such a high-pressure situation, there are a few important principles to keep in mind. Most important is clock management: Always be aware of how many seconds you have left. Marching 80 yards down the field can drain the entire two minutes, or it can be over with one long bomb or halfback breakout. Avoid running plays up the middle, where you can't get out of bounds (the sweep tends to work well for a few yards, plus you're close to the sideline). Budget your three timeouts; they should ideally be saved for when you get close to the endzone. If you think a touchdown is out of the question, at least try to get into decent field-goal range. Winning isn't easy (the Psychic could only muster a 3-13 record), but then again, not everyone can be an Elway or a Favre.

***OPM* psychic sez:**
Translated into common English, "Madden NFL" roughly equates to "will sell a bajillion copies." We seemed to like it well enough, giving it a full five-disc rating.

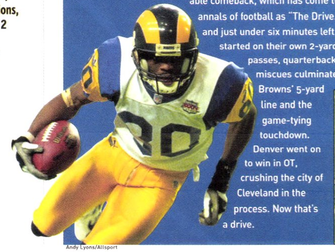
EVERYONE E CONTENT RATED BY ESRB

△	JUMP	L1	VIEW RECEIVERS
□	DIVE	L2	AUDIBLE
○	SPIN	R1	VIEW RECEIVERS
✕	SPEED BURST	R2	STIFF ARM

PLAYERS: **1-10** • AVAILABILITY: **NOW** • DEVELOPER: **EA SPORTS** • PUBLISHER: **ELECTRONIC ARTS** • GENRE: **SPORTS**

THE DRIVE

While not exactly confined to two minutes, John Elway lead the Denver Broncos to an overtime victory over the Cleveland Browns in the 1986 AFC Championship game. In what NFL.com named as the fourth most memorable game of all time (http://nfl.com/news/ mostmemorable4.html), the great Elway engineered a remarkable comeback, which has come to be known throughout the annals of football as "The Drive." With the score tied 13-13 and just under six minutes left on the clock, the Broncos started on their own 2-yard line. A series of short passes, quarterback rushes and a few small miscues culminated in a short pass from the Browns' 5-yard line and the game-tying touchdown. Denver went on to win in OT, crushing the city of Cleveland in the process. Now that's a drive.



Andy Lyons/Allsport

1:30
A.HAKIM
D.WILLIAMS
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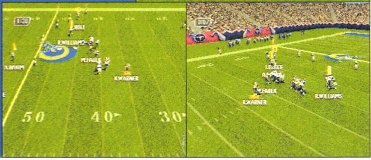
K.WARNER



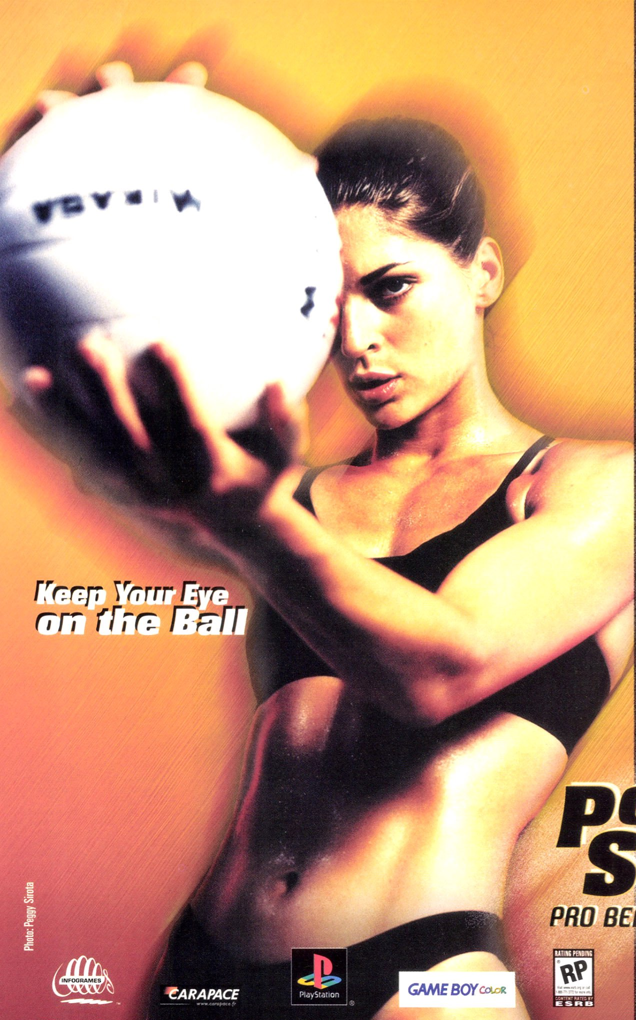
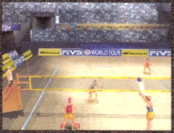


Photo: Peggy Sirota

Get distracted and
Gabby Reece
will hurt you with her dominant beach game.

The crushing serve... the perfect pass... the lethal kill. Keep focused – your dreams of Sydney, Acapulco and Rio could be history. There's a lot of sand to cover. The sun's blinding.

You must play your game. Gabby will show you hers.



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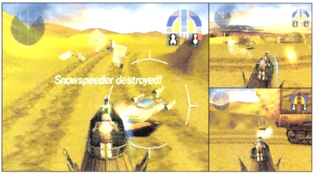


Star Wars Demolition

It's becoming difficult to find a genre that the Star Wars universe can't be applied to: action (Jedi Power Battles), adventure (The Phantom Menace), massively multiplayer online RPG (the eventual online RPG), flight sim (X-Wing series), racing (Pod Racer) and even kart racing (Super Bombad). We add another to the list: vehicular combat. The House that Twisted Metal Built now has AT-STs battling Rancor monsters in all of your favorite Star Wars locales. But don't write it off as a cheap license cash-in just yet: Star Wars Demolition is being developed by Luxoflux, the brains behind Vigilante 8, and a team that's established somewhat of a pedigree in the genre.

The demo includes only Luke's wimpy X-34 cruiser (the Star Wars equivalent of an AMC Gremlin) and a Desert Skiff from *Return of the Jedi*—appropriate, given that the sandy wasteland world of Tatooine is the available battleground. Utilize the recharge pods, charge up both primary and secondary weapons, and always keep an eye on your radar. The finished version will have 13 selectable craft (some hidden) and areas including Yavin IV, Naboo, Death Star II and Cloud City (we're not quite sure how the Rancor is going to fight there...).

WASTED

Vehicular Combat is a quality recreational activity and all, but if you want to see some real Star Wars demolition work, head on over to www.raverpants.org/skip to witness what happens when the resident *OPM* contributing college kid/demo disc writer collapses under the stress of final exams. The AT-AT talked a big game, but was no match for the ill-tempered giant. Warning: low-budget video ahead.

EVERYONE E CONTENT RATED BY ESRB

△	NOT USED	L1	CHARGE WEAPON
□	BRAKE	L2	SECONDARY WEAPON
○	NOT USED	R1	CHARGE WEAPON
✕	ACCELERATE	R2	PRIMARY WEAPON

PLAYERS: **1-2** • AVAILABILITY: **NOVEMBER** • DEVELOPER: **LUXOFLUX** • PUBLISHER: **LUCASARTS** • GENRE: **ACTION**

Disney's The Emperor's New Groove

If you didn't already know about Disney's newest animated feature-length film, this demo ought to clue you in. Apparently set in Incan times (you can't always be sure with Disney, they tend to...stretch things), the film/game stars young Emperor Kuzco, who has been turned into a llama by his crooked mentor Yzma. Objective? Save the throne and return Kuzco to human form. The game feels and plays very much like Spyro the Dragon.

EVERYONE E CONTENT RATED BY ESRB

△	VIEW	L1	ROTATE CAMERA
□	CHARGE	L2	MOVE CAMERA
○	KICK	R1	ROTATE CAMERA
✕	JUMP	R2	MOVE CAMERA

PLAYERS: **1** • AVAILABILITY: **NOVEMBER** • DEVELOPER: **ARGONAUT** • PUBLISHER: **SONY CEA** • GENRE: **ACTION**

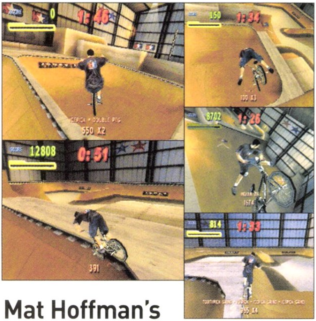
MTV Sports Pure Ride

We're being honest here: The *OPM* Psychic is running out of interesting ways to start off demo writeups of extreme sporting titles. As accomplished a writer as he is, the English language can only do so much, so this writer is going to let you make your own intro for MTV Sports Pure Ride. Just combine any of the following words and phrases: snowboarding, Britney Spears, TRL, hip-hop soundtrack, "xtreme," shredding the white stuff, death of rock, big air. Wasn't that fun?

EVERYONE E CONTENT RATED BY ESRB

△	GRAB	L1	LOW ROTATION
□	GRAB	L2	NOT USED
○	GRAB	R1	HIGH ROTATION
✕	JUMP/RAIL	R2	NOT USED

PLAYERS: **1-2** • AVAILABILITY: **NOW** • DEVELOPER: **RADICAL ENTERTAINMENT** • PUBLISHER: **THQ** • GENRE: **SPORTS**



Mat Hoffman's Pro BMX

Can't we get through one issue without referring to Tony Hawk's Pro Skater? It seems that once again it must be done. The game that revolutionized skateboarding titles has inspired the good folks at Neversoft to take the THPS engine, tweak it up a few notches, and swap the skateboards with stunt bikes. Apply a few stunt-biking stars, and you have Mat Hoffman's Pro BMX. Most of the same rules apply here. Use X to accelerate and jump, Triangle to perform grinds and stalls, Square for air and Circle for spin. Combine the air and spin buttons with a press on the directional pad, and you got yourself a trick. Stalling is something you couldn't do in THPS, but it's not too complicated. Jump in between stalls to form a linked combo (or if you're really creative, launch your bike off a ramp, do a small air trick, then land in a stall on a nearby ledge).

Oh, and scraping your knee from falling off a skateboard is nothing compared with the potential festival of pain that riding on a bike entails. You might want to look the other way on some of the bail animations...

EVERYONE E CONTENT RATED BY ESRB

△	GRIND/STALL	L1	FAST SPIN
□	AIR TRICK	L2	180 ROTATE
○	SPIN TRICK	R1	FAST SPIN
✕	BUNNY HOP	R2	180 ROTATE

PLAYERS: **1-2** • AVAILABILITY: **NOVEMBER** • DEVELOPER: **NEVERSOFT** • PUBLISHER: **ACTIVISION** • GENRE: **SPORTS**

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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Jessi Harrison • Gary Barth • Perry Rodgers
PRODUCT MANAGER
Shelley Ashitomi
EXECUTIVE PRODUCER
Andrew House
AUDIO
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MUSIC COMPOSITION
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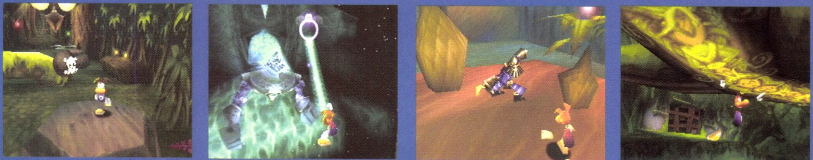
RAYMAN 2
PlayStation


All screenshots taken from the PlayStation® game console.

www.raymanworld.com

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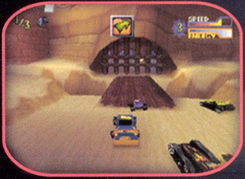
1/3
SPEED
ENERGY
3

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your vehicle
with a turbo injection
of high-speed energy

1/3
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3

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ENERGY
1

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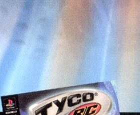
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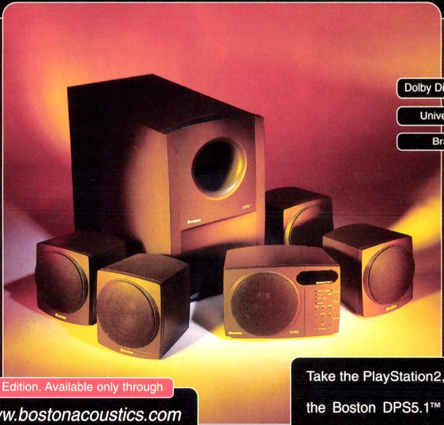

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Boston

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of goodies from all your favorite software companies. If you win, be sure to use the Box of Joy only for good and never for evil.

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snail mail
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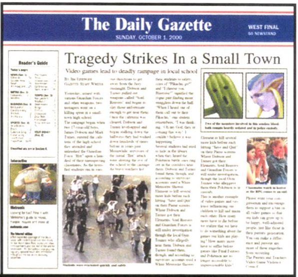


The Daily Gazette
SUNDAY, OCTOBER 1, 2000
WEST FINAL
50 NEWSTAND

Reader's Guide

Tragedy Strikes In a Small Town

Video games lead to deadly rampage in local school

LETTER OF THE MONTH

Tragedy has struck again in the heartland of America.

Yesterday, armed with various Guardian Forces and other weapons, two teenagers went on a killing spree in a small-town high school.

The rampage began when two 17-year-old boys, James Dobson and Mark Turner, entered the cafeteria of the high school they attended and unleashed the Guardian Force "Ifrit" upon a hundred of their unsuspecting classmates. As the horrified students ran in various directions to get away from the fiery onslaught, Dobson and Turner pulled out weapons called "Soul Reavers" and began to slay those unfortunate enough to get near them.

Once the cafeteria was cleared, Dobson and Turner level-upped and began stalking down the hallways they had walked down hundreds of times before in years past.

Meanwhile, survivors of the initial "Ifrit" attack were alerting the rest of the school to the carnage. As brave teachers led their students to safety, cries of "Pikachu, go!" and "I choose you, Blastoise!" signified the rogue pair finding more stragglers down the hall.

"When I heard one of them call out to their Pikachu," one student remembers, "I was thinking, 'Oh my God, they're coming this way!' I couldn't believe it was happening."

Several students had tried to hide in the library when they heard the Pokémon battle cries ring out in the corridors near them. Dobson and Turner found them, though, and according to survivors' accounts used a White Meteorite Shower Element to kill several more kids before each hitting "Save and Quit" on their Pause screens.

Where Dobson and Turner got their Elements, Soul Reavers and Guardian Forces is still under investigation, though the local Gym Trainer who allegedly gave them their Pokémon is in custody.

This is another example of video games and violence influencing our children to kill and maim each other. How many more must die before we realize that we have to do something about the games our kids are playing? How many more have to suffer before games like Final Fantasy and Pokémon are no longer accessible to impressionable kids? Please write your congressmen and encourage them to support a ban on all video games so that our kids can grow up to be happy, well-adjusted people, just like those in their parents' generation.

You can make a difference and prevent any more of these tragedies from occurring.

The Parents and Teachers Video Game Violence Council
MarViN006@aol.com

Fantasy vs. Reality

I'm a very huge and devoted fan of Final Fantasy, and I think FFVII and FFVIII couldn't have been better with Square's futuristic cyberworld idea. One little thing bothers me, though: WHY THE HELL ARE THEY GOING BACK TO THE OLD WAYS?! So what if it's the last one for the PS—it doesn't mean it has ended! Last time I checked Sony has come out with a very popular rectangular black-and-blue console with a cheesy name that's also supposed to have the FF series. I've read those previews on FFIX and I thought it was utterly pitiful (not the previews, the game). Look at the damn character names! Zidane? Amarant? Sounds like the chemical vitamins listed on the back of a Lucky Charms cereal box. And I can't believe they took out Limit Breaks and replaced them with some cheap and crappy special hit technique. Come on, nothing beats Cloud's Omnislash or Squall's Lionheart move. I'm going to have to wait for your reviews on this one because I do trust all you crazy but smart editors living it up playing games for a living. I may buy this game only because I'm a collector of Final Fantasy—but when I buy it I'm pretty sure I won't like it.

Shane Ramdhany
shanexii@yahoo.com

Ah, poor, misguided Shane. Describing FFIX as a throwback is a bit unfair (even though we're just as guilty as every other publication for saying those kinds of things). Why? Because FFIX features all the elements that have made Final Fantasy such a great series: superior story line, deep battle system, strong character development, excellent graphics, incredible music. And in many ways FFIX represents several steps forward for the series, despite its medieval setting. Check out this month's review, then run out and buy this game. You won't be disappointed.

Focus on Games, Not Girls!

I have been reading your magazine for a good while now, and in many issues I see letters from girls complaining that companies have no focus on them. But I totally disagree with what they are saying.

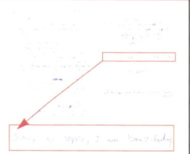
They say companies should make games that they can enjoy and have them not be sissy. But I would like to know what that really is. If males and females can enjoy the same kinds of TV shows or movies or books, why not the same kinds of games? I don't know what could stop anybody from liking games like the Final Fantasy series or (in my opinion) the Suikoden series. I can understand girls not enjoying sports games if they aren't sports fans, but that's only one of many different genres.

Now don't get me wrong—I totally encourage more females to play video games, for I enjoy games very much. But don't say companies do not care about you playing their games. I'm sure that's not the case. I think the industry tries to make the best games possible, and the games should be given a chance even if you think it's a "guys only" type of thing.

XdanX2@aol.com

There are two schools of thought when it comes to "girl gamers." Some feel that developers need to create specific titles that appeal only to females, often resulting in dreck like Barbie Digital Makeover. But others (and we're more firmly in this camp) believe that publishers need to do a better job of reaching out to new audiences with the games they're already making. Through advertising and marketing, publishers need to get the word out that gaming is for everyone—that just like the Slinky, gaming is "fun for a girl or a boy." We're pretty sure that many women would enjoy some of our favorite games if they just gave them a chance.

Strange But True...



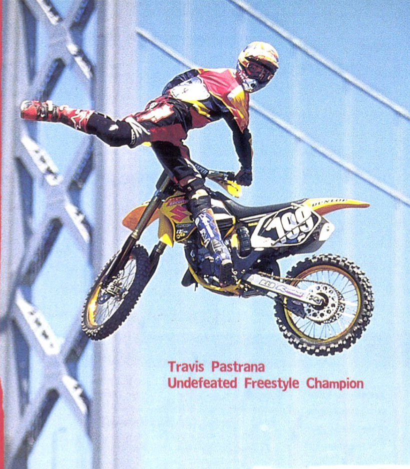
Sorry so sloppy, I am breast-feeding

We're not kidding, folks—this is an actual letter. Thank goodness Tiff didn't include a picture!

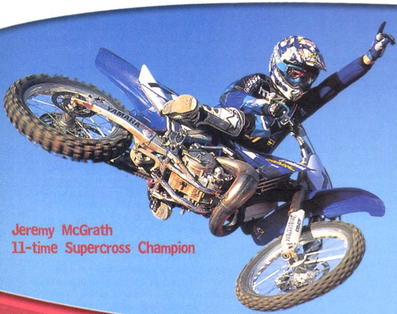
Stick the landing
and they'll call you a champion.

Don't
and they'll call you
an ambulance.

freestyle MOTOCROSS: McGrath vs. Pastrana™

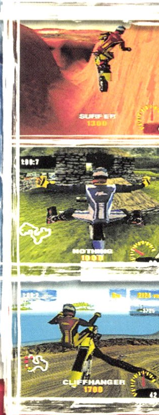


Travis Pastrana
Undefeated Freestyle Champion



Jeremy McGrath
11-time Supercross Champion

If you want to play it safe, take up tennis. But if you want sick freestyle moto-x action get FreestyleMotocross: McGrath vs. Pastrana from Acclaim Max Sports. With two of today's hottest Supercross and Freestyle Motocross riders taking on nine levels, over 30 insane tricks and balls to the wall racing action, your adrenaline will be pinned in fifth gear. Plus, there's more than one way to walk away the winner. That is, if you can still walk.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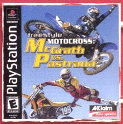
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Underoos Are Fun to Wear

As far back as I can remember, I always wanted to be a Jedi. In your Star Wars feature [*OPM* 37], I read the part about all the original merchandising. I was shocked to see you mention the Underoos product because I have it. I am almost 21 years old and that thing has been hanging in my room ever since I can remember. It has Luke and Yoda on it, and it says that I am an "Honorary Jedi Knight." It's even signed by Yoda [most likely in the form of my dad at the time].

Great job on the mag and great feature on Star Wars. I can't wait to get my hands on that Starfighter game!

Japheht Jones
omegalazarus@hotmail.com

Wrong Droid

In issue 37, on page 54, there's a column by Chris Gore relating to some "lost Star Wars game." Gore said that Chewbacca was playing this "Holo-Monsters" game against C-3PO. This is incorrect. The wookiee was playing against R2-D2, not Threepio. C-3PO was just giving advice to R2.

"Crimsyn Fury"
crimsyn@redpebble.net

We've also learned that the "Holo-Monsters" game has a name: Dejarik Challenge.

Doubtful on Potter

I'm just wondering who had the dumb idea of putting Harry Potter in a video game. Don't get me wrong—I love Harry Potter, I have every one of his books, but this video game idea is just plain crazy.

coolmeows@aol.com

So you have every Harry Potter book? But you still think it's a dumb idea? Right.

Subliminal Suggestions

Tekken bites: not my words, but apparently those of Tecmo and the advertising department for Dead or Alive 2: Hardcore. On

QUESTION OF THE MOMENT

This month you tell us which gaming classics you'd most like to see remade for the PS2. Next month, let us know exactly what you were doing the moment the PS2 went on sale in the U.S. E-mail us at OPM@ziffdavis.com. Mark your notes launch day.

Star Raiders and Tron.
Shuhei Zakkenayo

Mr. Driller is an instant classic, but that freaky midget needs a PS2 makeover!
Sarah Carlton
Oak Ridge, TN

BurgerTime—Peter Pepper has been shafted from a sequel for far too long.
Shane Gardner
Kingwood, TX

Zork, but keep it as a text adventure!
Frank Hill
zorkdork@hotmail.com

Missile Command should get the Silent Scope treatment.
Juan Porter

Three favorites: Castlevania, R-Type and Thunderforce.
D.J. Kruzer

QUICK HITS

FOUL IDEA

Flatulence never fails to be funny. Perhaps there needs to be more of it in video games.

"Vivi"
Santa Fe, NM

Your idea stinks, Vivi. Hahaha...get it? "Stinks"? Ohohhahahahee.

HEAD CASE

I went to Sen. Lieberman's Web page, and in one of his press releases he refers to M-rated games as "potentially harmful." I don't know about you, but the only way I could harm myself with a violent game is to physically beat myself with the CD case.

Vincent Tranquillo
soulhonkins@yahoo.com

GRUB

Hi, my name is ??? I am in CANADA and I was wondering if I COULD HAVE A FREE UPDATED OPM.

Jacky Leung

Ha ha, Jacky, you left your name on your letter so now we know who you are and no YOU CAN'T HAVE A FREE UPDATED OPM. Bwhahahahaha!

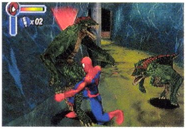
R-FORD

I think it's high time Namco merges with a major auto company and starts producing those badass rides they've created in R4.

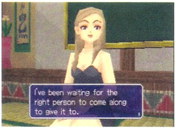
rj53447@navix.net

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new contest picture should be just the thing to get those creative juices flowing.

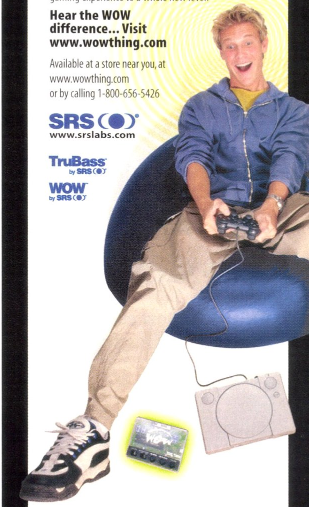


WINNER!
DAMN LAST REQUESTS!
lenix78@hotmail.com



I've been waiting for the right person to come along to give it to.

NEXT MONTH
Think of something that'll make us laugh with you, not at you.



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pages 48 and 49 of the October issue, I noticed that there were a lot of backward words and phrases floating around the ad, so I decided to read a few of them. To my surprise I found the words *tekken bites* in there. While the main reason I am writing this letter is to point out the aforementioned words, I would also like to say that I think it's shocking and quite funny that an advertiser would do something this bold. And hey, it got my attention, so maybe they're on to something here. Kudos to Tecmo for going out on a limb and taking a chance. Now we just have to wait and see if it pays off.

Nick Langan
SlikNik27@aol.com

Good eyes, Nick. Tecmo did indeed include a lot of hidden info in its ad. In fact, we recently got an e-mail from Tecmo's public relations team telling us to "look deep within the ad for new information on the game, some lighthearted political propaganda, and even another tribute to that 'other fighting game.'"

> Give it to the folks at Namco to not only be on the forefront of gaming but on the cutting edge of fashion

Futurama Fan

I just read in your October issue that there'll be a Futurama game coming for the PS2. That rules! Any idea on what kind of game it'll be and when it's coming out?

Mark Pudowski
Baltimore, MD

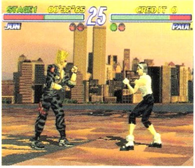
Info on this game is real scarce, but we're positively atwitter with anticipation. If you're a *Futurama* fan, though, check out these superduper cool new toys from Rocket USA, in stores now. For more info, head over to www.rocketusa.com.

THE SOAP BOX

I am mad. Lunar 2 has been delayed too many times, and I have been quite good about it—that is, until now. I personally have been waiting for Lunar 2 to be released for months. I was cool with the first couple of delays, but now I'm getting mad. Please tell Vic Ireland to get off his ass and finish what he started. I'm just about to the point where I'm gonna take that damn puppet and shove it in his ass. PS2 games are cool, I love the Gundam series, but Vic needs to work in the order in which received. If you could relay this to him, it would be greatly appreciated.

Rick Guevara
rsg_6100@yahoo.com

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX.



Fashion Forward

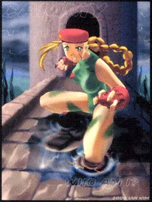
Tekken 2 predicted a fashion craze. You know those half-length capri pants girls seem so fond of? Well, in Tekken 2 Jun is wearing such pants well before the craze took off. Give it to the folks at Namco to not only be on the forefront of gaming but on the cutting edge of fashion.

Rick Guevara
rsg_6100@yahoo.com

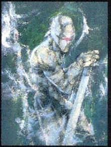
Here's a pic of Jun from Tekken 2, which came out way back in August 1996, long before the whole Capri craze got hot. While Namco may have kick-started this fashion trend, we're glad some of the other styles, like Paul's goofy haircut, never caught on. (Yes, we realize this is the second letter from Rick in the same issue—see Soapbox—but he does seem to have a lot of good stuff to say.)

The Reader Art Challenge

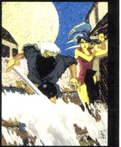
Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Congrats to this month's winner, Ian Kim—although our runners up gave us some equally impressive art works!



Ian Kim
genesis@maison-otaku.net



Sherman McClain
Rosenberg, TX



John Garrett
johngii@aol.com

QUICK HITS

HAPPYNESS

Every day PlayStation gives happyness [sic] to the family. It's not just a game system, PlayStation is a friend, a brother and it might be a teacher. Yes, of course I'm going to get a new best friend on Oct. 26, 2000, its name is PlayStation 2. We hope PS2 brings more happyness to the family. Thank you PlayStation for all the happyness you brought us. Who says you can't buy happyness?

Emmanuel Guzman
Maywood, CA

Your letter gives us much happyness. You are our friend, our brother and maybe even our teacher.

STAR STRUCK

Were those pics of Star Wars Starfighter all in-game? If they were, I...oh.. excuse me, I have to wipe the drool off of my keyboard!

Dennis Goring
dgoring@vaxxine.com

Yep, all in-game shots. Sweet!

Official Contest and Sweepstakes Rules

OPM READER ART CONTEST Official Contest Rules

1. No Purchase Necessary. To enter, send an original piece of game-related art along with your name, address and phone number to "Reader Art" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning. The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility. Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List. For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Reader Art Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions. Void where prohibited or restricted by law. All federal, state and local regulations apply.

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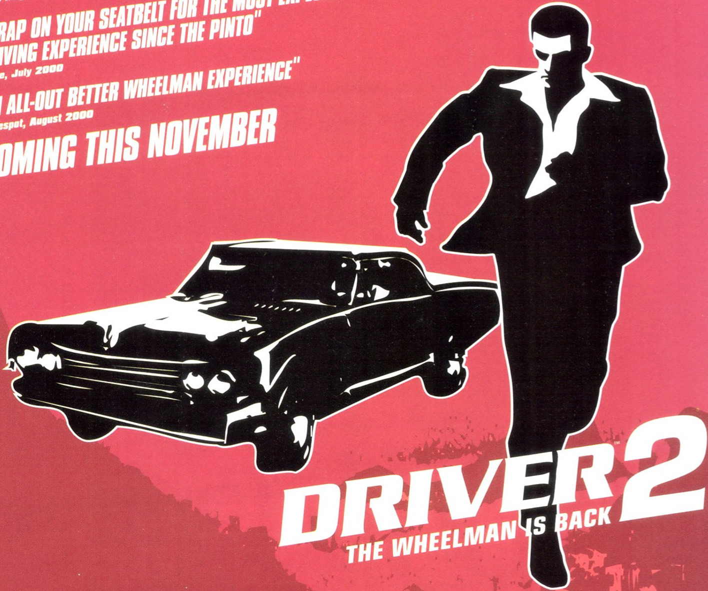
PSM Magazine, July 2000

"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE DRIVING EXPERIENCE SINCE THE PINTO"
Incite, July 2000

"...AN ALL-OUT BETTER WHEELMAN EXPERIENCE"
Gamespot, August 2000

COMING THIS NOVEMBER



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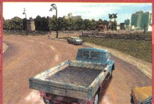
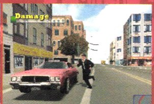


All-new curved road systems bring the action to life with ultra-realism!



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Damage
Damage

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THERE'S SOMETHING GOING DOWN ON THE STREETS. AN INTERNATIONAL MOB WAR HAS ERUPTED, SPILLING BLOOD ACROSS TWO CONTINENTS IN A HAIL OF BULLETS. BUT IT'S JUST ANOTHER DAY AT THE OFFICE FOR ONE COP. ONE COP WITH ONE NAME. DRIVER™ 2 STARRING TANNER.

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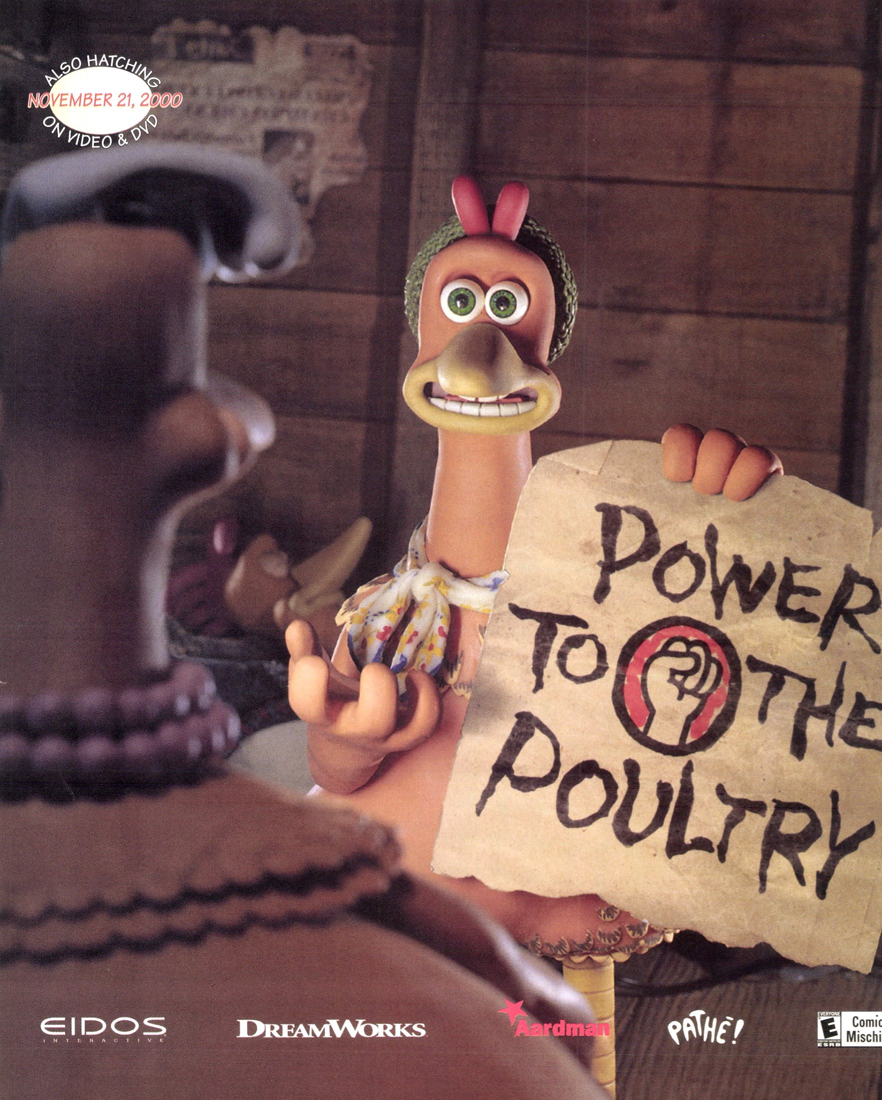
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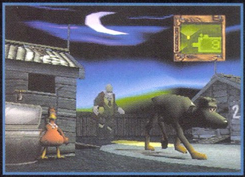
"Chicken Gear Solid"
- IGN.com



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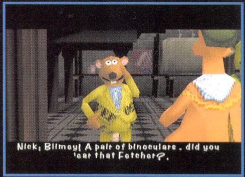

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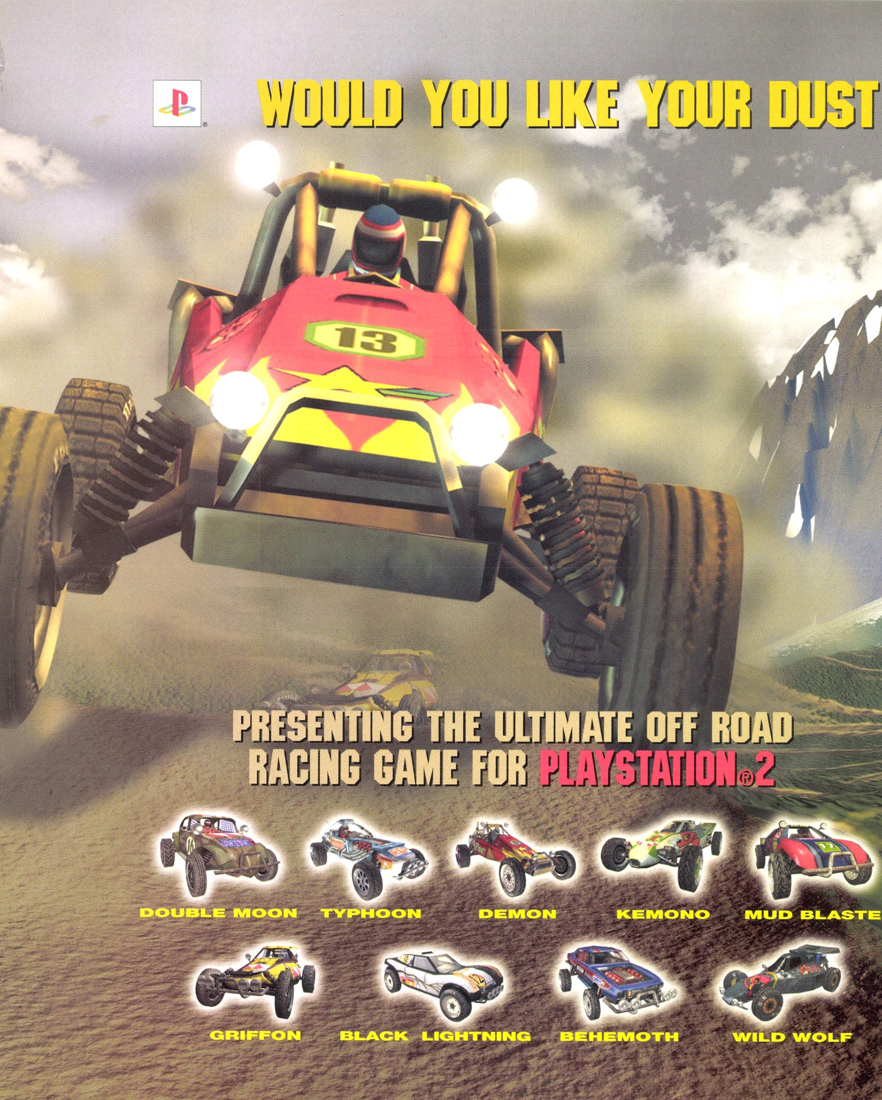
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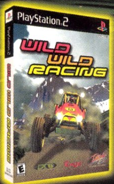
Silicon Magazine



Available at launch

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Mild Language

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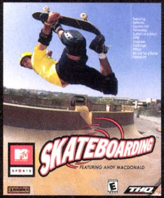

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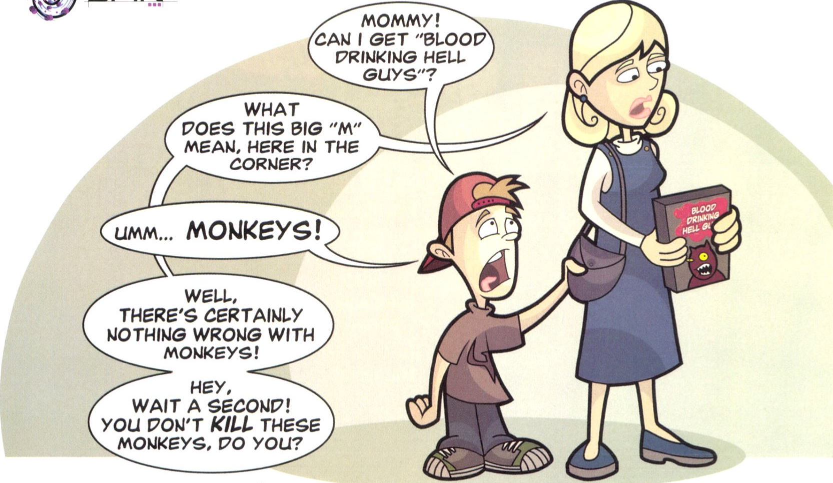
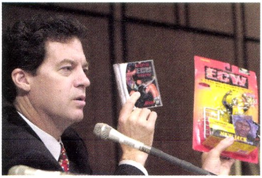

MOMMY! CAN I GET "BLOOD DRINKING HELL GUYS"?
WHAT DOES THIS BIG "M" MEAN, HERE IN THE CORNER?
UMM... MONKEYS!
WELL, THERE'S CERTAINLY NOTHING WRONG WITH MONKEYS!
HEY, WAIT A SECOND! YOU DON'T KILL THESE MONKEYS, DO YOU?
BLOOD DRINKING HELL GU

Rated 'M' for Minor

New government study reveals marketing of violence to children

The aftermath of the massacre at Columbine High and election-year posturing have combined to bring the marketing of violent video games to center stage. One day before the Federal Trade Commission (FTC) released a year-long study on the hyping of violent entertainment, Democratic presidential candidate Al Gore and his running mate Joseph Leiberman served notice that if the industry fails to police itself, the government will.

At issue is the FTC's finding of "pervasive and aggressive marketing" of violent films, music and video games rated for mature consumption to audiences 17 years old and younger.



Sen. Sam Brownback, R-Kan., displays an ECW video game and associated action figure during a Senate Commerce Committee hearing on Capitol Hill.

The mechanism? Promotional materials as well as commercials during shows like *Buffy the Vampire Slayer* and *South Park*, and ads in magazines like *Teen*, *Jump* and *YM*. In the case of video games, the FTC—without naming names—said that of 118 M-rated games (recommended for players 17 years and up), 83 targeted children under 17. That figure represents a whopping 70 percent of the games included in the study. The FTC said a few were even marketed to children as young as 6 years old.

Of 118 M-rated games, 83 targeted children under 17. The FTC said a few were even marketed to children as young as 6.

In a closely fought presidential election, the findings were seized upon by Vice President Gore and Leiberman, a Connecticut senator with a history of criticizing the entertainment industry. Political pundits at least partly ascribed Gore's interest in the issue as a way to attract female voters and moralists.

"We believe that this is a serious matter for our country, and we are delivering to the industry a six-month deadline to adopt voluntary standards and real enforcement mechanisms," Gore said in a Sept. 10 interview with the *New York Times*. (The FTC report was released Sept. 11.)

While Gore stopped short of promising a crackdown, he said he may propose legislation or new regulations designed to prevent the marketing of violent or mature material to children.

Leiberman called upon retailers to help keep kids from violent material and praised Wal-Mart and Kmart for heeding politicians' calls for self-enforcement.

President Bill Clinton also condemned the entertainment industry for targeting children.

Republican presidential nominee George W. Bush, the governor of Texas, bemoaned the targeting of children for violent material as well. But, unlike Gore, his call for self-regulation by the entertainment industry did not include a threat of governmental intervention.

And that is essentially the same recommendation made by the FTC at the conclusion of its year-long, million-dollar study.

Although they said the entertainment industry undermines its own rating system, FTC regulators suggested that the industry should clean up its own act. It conceded that legislation may be necessary as a last resort, but indicated that it sided with critics who suggested such regulation would be challenged and struck down by the courts.

While the industry appeared to be guilty of disseminating violent material to impressionable consumers, the head of the FTC stressed that he was not blaming the industry for violence in society.

"We reviewed the literature and found that scholars and observers generally agree that exposure to violent material alone does not cause a child to commit a violent act," FTC Chairman Robert Pitofsky said. He added, however, that such material may contribute to aggressive attitudes or callousness.

Cutting Your PS2 Hopes in Half

With buzz reaching a steady, droning hum, Sony dropped the second-cruelest word (no, not the dreaded "delay") on those salivating over the upcoming PlayStation 2: "shortage."

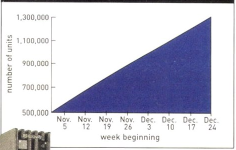
The original plan to ship a million PS2 units for the Oct. 26 launch has been cut in half due to a shortage of materials necessary to manufacture systems. While this fact didn't stop the PS2 release from being the biggest consumer electronics launch in history, only 500,000 PS2s were available for consumers to battle over that first day, though 100,000 units will continue to be spread to retailers each following week until the end of the calendar year.

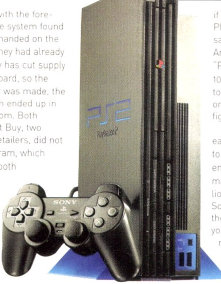
Plenty of those with the foresight to preorder the system found themselves empty-handed on the 26th, even though they had already paid for a PS2. Sony has cut supply in half across the board, so the earlier the preorder was made, the more likely a system ended up in someone's living room. Both Circuit City and Best Buy, two major electronics retailers, did not have a presell program, which continues to make both of them excellent targets to find systems up until year's end.

"Tickle Me Elmo will look like child's play if there are major shortages of the PlayStation 2 around Christmas," says C. Britt Beemer, president of America's Research Group. "PlayStation 2 caters to the core 10-to-25 age group. There's going to be a lot of peer pressure to get one. You may be seeing a lot of fighting in the aisles."

Sony does not expect this lag in early production to thwart its plan to produce 3 million PS2s by the end of March. By the time Christmas rolls around, a total of 1.3 million systems will be in circulation. So, even with panic setting in, there's still a decent chance that you'll score one before the big jolly man in the bright red suit makes his way to your home.

TOTAL NUMBER OF PS2S RELEASED IN NORTH AMERICA





Weapon X marches onto PS2

Throughout his years as an X-Man, Wolverine has always maintained a solo status, often venturing on his own to take on the evil mutants of the world. So Activision's latest leak makes perfect sense: Weapon X is going solo on the PS2.

For comics fans who reveled in the recently released Spider-Man, this news should be met with barrels of enthusiasm. After all, Spidey's climb to the PlayStation set a new bar for comic characters in video games.

As for Wolverine game details, there aren't any as of yet. No developer has been settled on, and no ideas have been etched in stone. The loudest whispers have suggested that the gameplay will be based on a Tenchu-style adventure, only with lots more action.

So far, Activision is making good on its Marvel license, which currently includes the X-Men, Spidey and Blade. The company has already announced two PS2 X-Men games—one an RPG, the other an action game—along with a sequel to Spider-Man. Late this year you'll even get to play as Blade on the PS one. Excelsior, indeed.

OVERHEARD: KAZ HIRAI

"Whatever you did last night... I guarantee that you had a better day than I did."

—Kaz Hirai, President SCEA at a press conference the day after the company announced it was effectively halving the number of PS2's to be available at launch.

M.L. ELRICK

CHEATING THE SELF-IMPOSED SYSTEM

The most obscene and dastardly game devised by the video game industry appears to be its intentional deception of the American people. That may sound melodramatic, but how else can I describe the apparent scheme to undermine the industry's own rating system? According to the Federal Trade Commission (FTC), the video game industry strategically targeted children under 17. The motive? One can only assume an endgame of maximizing profits while pacifying lawmakers eager to pull gory games off the shelf.

Now I'm not a big believer that violent games beget violent game players, but I do believe you're only as good as your word. And when you forsake credibility for the quick buck, you cost yourself in the long run. For the industry, that may mean public opinion will turn against it strongly enough that politicians genuinely convinced that games are detrimental and candidates looking to score points with voters will clamp down. So far there has been no suggestion that lawmakers will begin editing content—which some say could raise serious constitutional issues, though I'm not sure how mayhem and slaughter equate to freedom of speech.

In case industry leaders didn't get the FTC's point, let me break it down for them: Clean up your act. If you're going to rate a game for 17-year-olds and older, don't entice younger kids. If violence is all you've got to sell to squirts, remove the M rating. It is, after all, self-imposed. Then the real slugfest with retailers would begin. Now *that* might be worth watching.

If there was good news for the industry, it was the FTC's contention that violent video games are not responsible for violent acts. On that account, too, it looks like the FTC did its homework. For the past few months, I've followed a case of an 18-year-old who allegedly used a roofer's hammer to attack his grandparents. A few days after the boy was arrested, his father pinned the blame on Resident Evil. "I think he got to the point where the video games he played may have become his reality," Pops said. A convenient explanation, but even the kid's lawyers wouldn't touch that defense. They blamed mental illness. After all, Pops later told me his son had been grappling with mental illness and had been hospitalized several times. Unsurprisingly, 36 hours after the attack, Pops made no mention of Resident Evil. The night of the attack, the lad was off his medication, complaining that his stepmom was trying to sap energy from a hole in the back of his head. Now there are evil stepmothers and *real* evil stepmothers, but even Hansel and Gretel didn't deal with that.

The point is that so many factors beyond violent games visit tragedy upon families. There's mental illness; violence in homes, neighborhoods and schools; economic hopelessness; drug abuse; and, sometimes, circumstances that escalate from idle or menacing threats to unexpected bloodshed. Kids today are exposed to violent television and video games that those of us raised in the *Starsky & Hutch* and Pac-Man era find shocking at times.

I'll take some comfort knowing that it takes more than a video game to make a monster. Take Charlie Manson. His parents couldn't blame an addiction to Pong as the reason he turned out to be a complete bastard.

M.L. Elrick is a reporter for the *Detroit Free Press* whose work has appeared in *The New York Times*, *Newsday*, and the *National Law Journal*.

A long time ago in a galaxy far, far away.
TOTAL
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Tokyo Game Show

TOKYO GAME SHOW

Every summer and fall, all attention in the gaming industry falls on Japan for the annual Tokyo Game Show. It's essentially the Japanese equivalent to our Electronic Entertainment Expo (E3), and it's usually a prime spot to get a look at some of the coming year's hottest Japanese games. This fall's show was a tad tamer than usual—certain companies such as Square neglected to even host a booth—but there definitely were some topnotch new PS2 games to be found among all the noise and flash of the show. We've put together a report of some of the bigger highlights from the major Japanese developers.

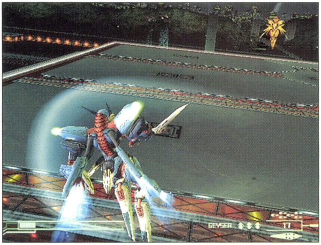
KONAMI

On display at the Konami booth was the incredibly haunting Silent Hill 2 trailer (see this month's previews for more on that), as well as the latest Metal Gear Solid 2 trailer. As you can imagine, there were crowds around both. Other games worth mentioning at Konami's booth include the latest Goemon game for the PS2 as well as a version of Dance Dance Revolution starring Mickey Mouse and other Disney characters.

But the star of Konami's booth was without a doubt Z.O.E., Hideo Kojima's other big project for the PS2. The game looks and sounds like a killer Japanese sci-fi anime. It's often hard to discern what's real time and what's CG in Z.O.E. As with MGS2, Konami has shown once again that it has a good handle on the PS2's lighting and smoke effects. Using the real-time engine, there will be cutscenes that are of CG quality. And even during the actual gameplay, some of the explosions and smoke effects look stunningly real. Z.O.E. also makes use of the PS2's motion-blur effects for big explosions and other events.

You pilot around using the analog stick, moving higher or lower in elevation with the X and triangle buttons. R2 will give you a boost (similar to the boosts in the Virtual On games) in the direction you indicate with the analog stick. Attacking is accomplished with the square button for sword slashes when up close to enemies and projectiles when distant. The circle button allows you to grab enemies and then hold them for an attack with the square button. R1 enables an energy shield that you can use to defend yourself from attacks—if performed correctly, projectiles that hit it will dissipate and the screen will shake with a motion-blur effect.

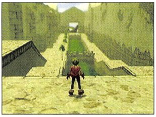
Overall, Z.O.E. was the best-looking and playing PS2 game at TGS. We can't wait to see more!

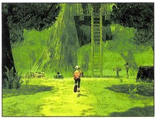


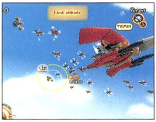
KONAMI
KONAMI
KONAMI

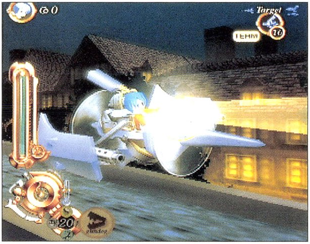
SONY

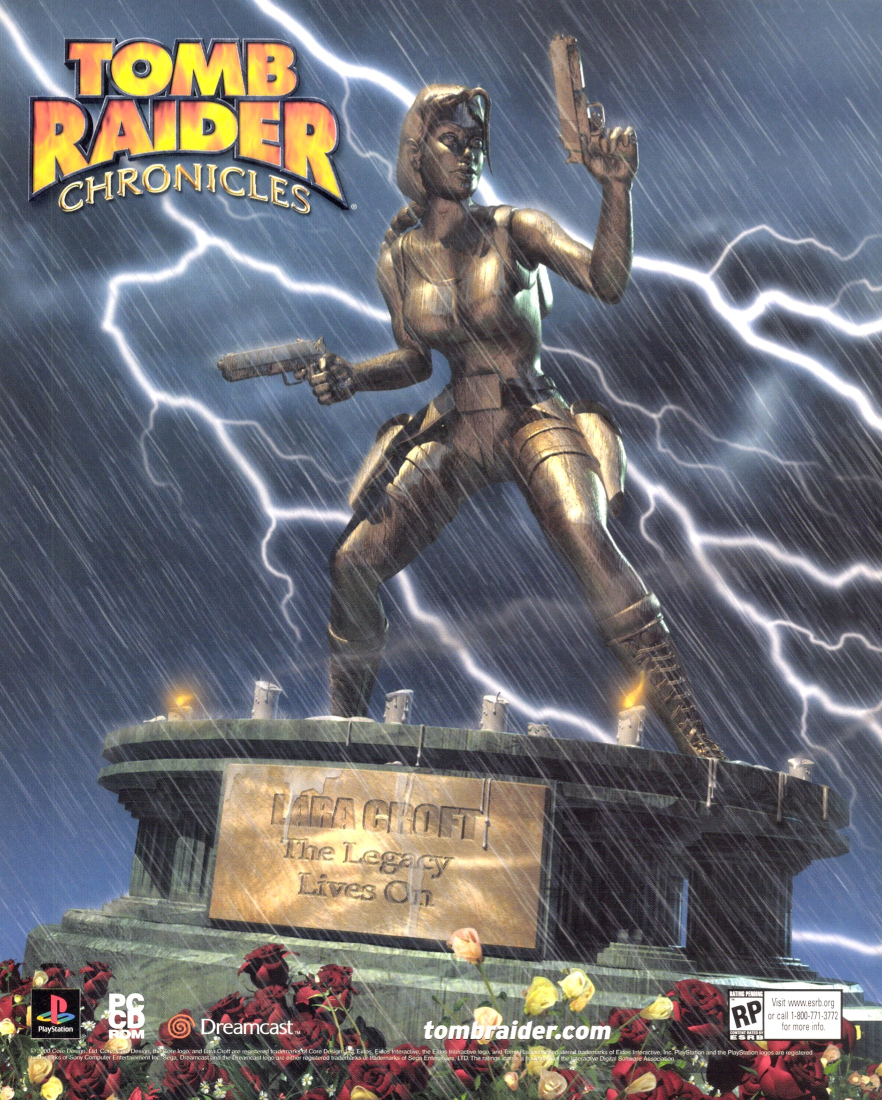
Unfortunately for us, Sony decided only to demonstrate a scant few of their upcoming products at TGS. On display was the latest version of Gran Turismo 3 and with it was the special steering wheel being constructed by Logitech. Another big game at the booth was Sony's RPG Dark Cloud, which looked pretty stellar, as usual. The only other big PS2 game on display at the booth was a new title by the name of Sky Gunners, which, although it was very early, looks incredibly promising. It plays somewhat like a cross between a flight sim and a space shooter like RayCrisis or Thunder Force—with a little bit of cutesy Japanese anime mixed in. It makes for a really cool combo and is quite a bit of fun. Unfortunately, it wasn't optimized at all, so there was plenty of slowdown.







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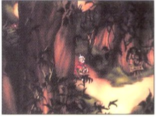
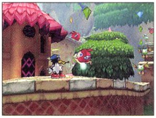
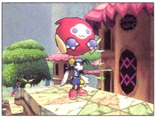
NAMCO

Namco was showing off its PS2 racer 500 GP at its booth as well as videos of two promising new PS2 games: Klonoa 2 and a role-playing game by the name of Seven. The Klonoa sequel looked quite stunning on the PS2 hardware, as it used the cool-looking cel-shading effect that's becoming more and more common in games today. Fans of the original Klonoa will flip out when they see this baby in motion. Seven, on the other hand, had a very hand-drawn look to it, which is also very cool to see on the PS2. The characters moved with very fluid animation and the game used some fancy light effects. It could be something worth keeping an eye on.



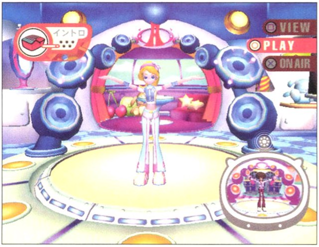
風のクロノア2
～世界が望んだ忘れもの～
Klonoa 2 Lunatea's Veil
tentative US/PAL title
2001年3月発売予定
PlayStation 2





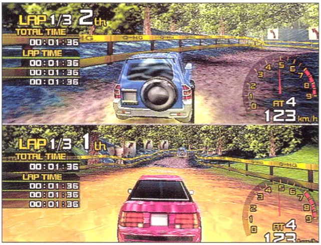
TECMO

Tecmo had its PS2 music game Unison playable for the first time at TGS, so naturally we gave it a go. About a half-hour later we actually figured out the controls. It's an interesting new idea—by using the analog sticks in conjunction with other buttons on the Dual Shock, you have to effectively work out the motions that your character is supposed to make. We'll have to play it a lot more until we can figure out if it's fun or not. Other than Unison, Tecmo filled its TGS booth with Dead or Alive 2 machines.



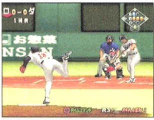
TAKARA

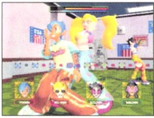
Takara's popular (in Japan at least) line of Choro Q games continues on the PS2. The company had the game on display at its booth (along with an actual beetle car) and it was one of the cooler racers we saw at TGS. Choro Q High Grade allows you to drive all sorts of cool vehicles and race through a whole slew of environments, ranging from off-road courses to rivers of water. There's even a part where you'll race across the deck of a ship. The game also allows you to go head to head via split-screen modes (as shown in the picture to the right).

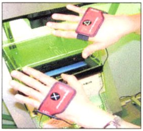


ENIX

Enix showed off Dance Summit 2001 at its booth, and it ended up being one of the stars of the show. The game is actually a lot more similar to PaRappa than the Bust-A-Groove games, as it requires you to press sequences of buttons along with the beat. Interestingly, a special peripheral will be available when the game comes out in Japan that will allow you to tap any part of your body with the button that coordinates with the on-screen action. Enix also had a PS2 baseball game on display by the name of I Am the Manager! in which you play the manager of a ball club.

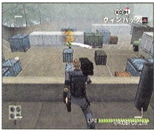


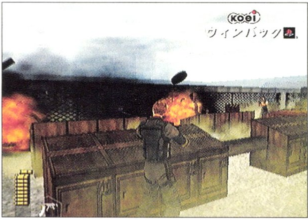




KOEI

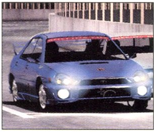
Koei had a few PS2 games on display at its booth, one being a port of the N64 title Winback. Naturally, the PS2 version looked much better than the N64 game, but Koei points out that it has been adding lots of little refinements such as higher resolution textures. Koei also had its stunning-looking Kessen II (see Previews) running on video, which caused many jaws to drop. Another PS2 game that was shown on video was Guitar Man. The game is played with a guitar peripheral, and the better you play, the more able you are to fend off enemies. Wacky!





GENKI

Genki had two PS2 games at its booth: Kengo (see previews) and Tokyo Highway Battle 0, the latest installment in its popular racing series. Even in its early state, Tokyo Highway Battle 0 was looking great. Luckily, it is coming to the U.S. next year.



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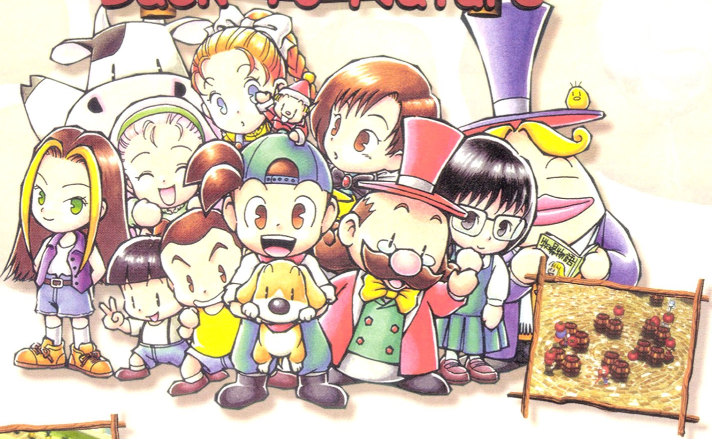

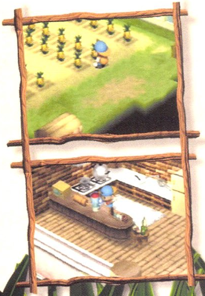

As a child you visited your Grandfather's ranch when vacation plans fell through. Return to the farm that holds fond childhood memories and rejuvenate it's long neglected fields. Tend to your livestock and interact with over 50 characters as you struggle to make a life for yourself home on the range.

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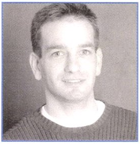
SAM JEMIELITY

MATING GAMES?



I've dated this smart, sexy woman two or three times. Everything's cool. Then she drops the bomb. "People who play video games are sooo pathetic." Since honesty is the most important element in a relationship, and since my PlayStation sat two feet away when she said this, I decided to come clean. "I am a pathetic video game player. But only sports games. Only in season. Usually." Oh, we cried, we laughed...we moved beyond it. Then I got to thinking. Could playing video games put romance on the rocks? I asked a friend, a designer for a big advertising firm, what he would think if a girlfriend spent hours playing video games. "It's fun to play against the person you're dating. Plus you can make it interesting by playing 'strip' games—every round you lose, you take off something." PlayStation as foreplay...nice. But when I broadened my research, the outlook for romance got bleaker. A screenwriter friend insists a PlayStation would result in Mortal Kombat with his wife: "My currently wonderful marriage would be on the rocks. My wife absolutely cannot fathom or stand regular video game playing." A product buyer buddy confessed that many women he'd dated either "despised video games from not being good at them or not understanding them, or have simply dismissed them." A D.C. editor had no doubt what his girlfriend would say if he played video games all the time. "She'd be annoyed," he said. "...Shrew."

In case my friends just projected their own insecurities on their mates, I asked a good female friend what she thinks of guys, like me, who play video games. Her verdict: "Adolescent. Not worth my time." No need to sugarcoat it. Really.

You'd think guys would be attracted to game girls, but that isn't always the case. Asked what he would think about a gaming girlfriend, a rock-and-roll photographer friend joked, "I would think I really need to up my dating age limit to at least 12!"

But gaming, even gaming addiction, can also be the glue in a romance. "The love of my life used to play Sega with me until the wee hours of the morning," says a writer friend. "Playing video games was one of the things that cemented our relationship. And to put any "nerd" inferences to rest, she was a 36D bartender who looked like Gina Gershon, was funny as hell and extremely intelligent."

Man, that sounds awesome. We should all be so lucky as to have a fellow gamer for a mate. But if you're not, a friend offered a genius recipe to torpedo that obviously dead-end relationship. Just follow this script:

"Sorry honey. Before I pleasure you, I'd like to finish the next level of Final Fantasy XXIII."

"That's it! It's either Lara Croft or me—make your choice!"

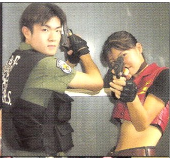
"Lara from the Tomb Raider 1? Or Lara from Tomb Raider 4?"

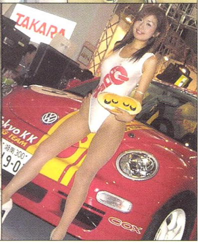
Sound of suitcase being packed and door slamming.

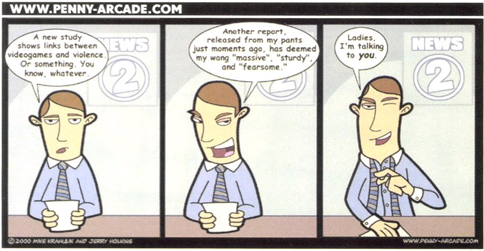
Sam Jemielity is an associate editor for Playboy.com, where he edits the Love & Sex section and writes entertainment, style, travel and sports. A former stringer for *People*, his work has appeared in *Playboy*, the *Chicago Tribune*, *Chicago Magazine* and other publications.

The sights of TGS

The Tokyo Game Show always features an odd mix of people and sites to see. Most of the booths feature attractive women to encourage people to visit them, but in between the show halls amass a whole slew of people dressed as their favorite game characters. Don't you wish you could join in?



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NEWS
2
A new study shows links between videogames and violence. Or something. You know, whatever.
Another report, released from my pants just moments ago, has deemed my wang "massive", "sturdy", and "fearsome."
Ladies, I'm talking to *you*.
©2000 MIKE KRAHULIK AND JERRY HOLKINS
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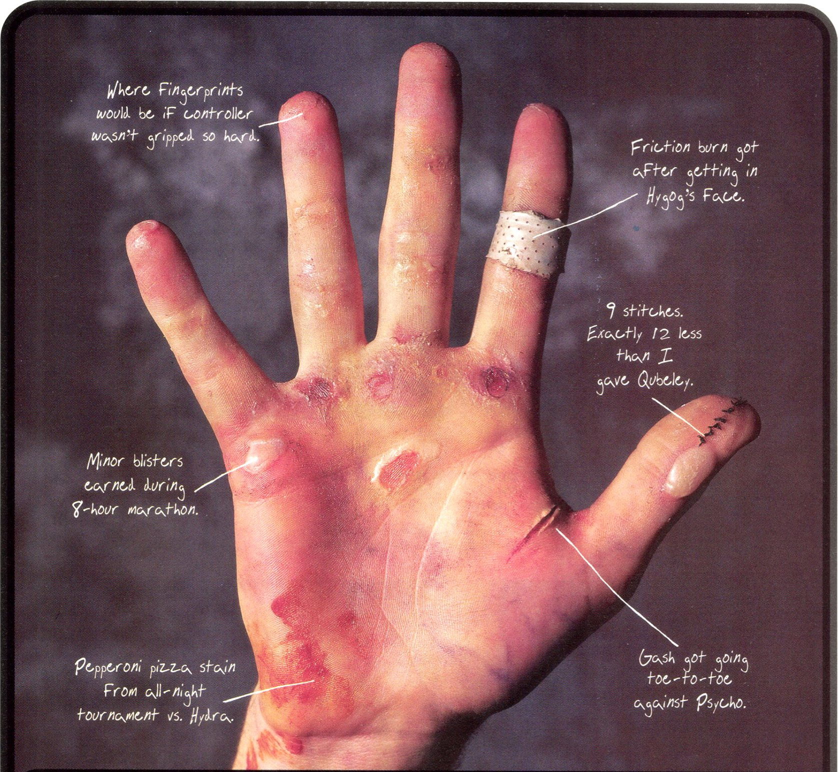
Where Fingerprints would be if controller wasn't gripped so hard.
Friction burn got after getting in Hygog's Face.
9 stitches. Exactly 12 less than I gave Qubeley.
Minor blisters earned during 8-hour marathon.
Pepperoni pizza stain From all-night tournament vs. Hydra.
Gash got going toe-to-toe against Psycho.

THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB; USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.

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Animated Violence

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AN UNCERTAIN PAST...

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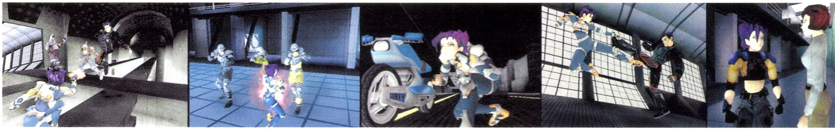

EASY TO LEARN FIGHTING SYSTEM WITH COOL, LIFELIKE AND REALISTIC MOVES.

THE ARSENAL OF WEAPONS INCLUDES PISTOLS, ROCKET LAUNCHERS, ENERGY AND PROJECTILE WEAPONS.

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ROM

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BUNGIE

GATHERING DEVELOPERS

DARKSTONE

DEO·NON FORTUNA

Look deep inside yourself – is there a dragon slayer within?

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Level 3

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- MORE THAN 30 TYPES OF WEAPONS AND 32 DIFFERENT SPELLS
- COMPLETE CAMERA CONTROL - ZOOM IN, ZOOM OUT AND ROTATE 360 DEGREES.

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Animated Blood and Gore
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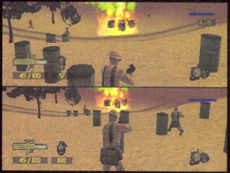
THE ENEMY IS EXPECTING YOU TOMORROW…
…YOU'RE ALREADY THERE!



Two player split-screen battle mode. Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

An **arsenal** to choose from including **night–vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.

Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units. **Fight** against time and huge **enemy forces** in global **terrorist hotspots.**

STEALTH PATROL

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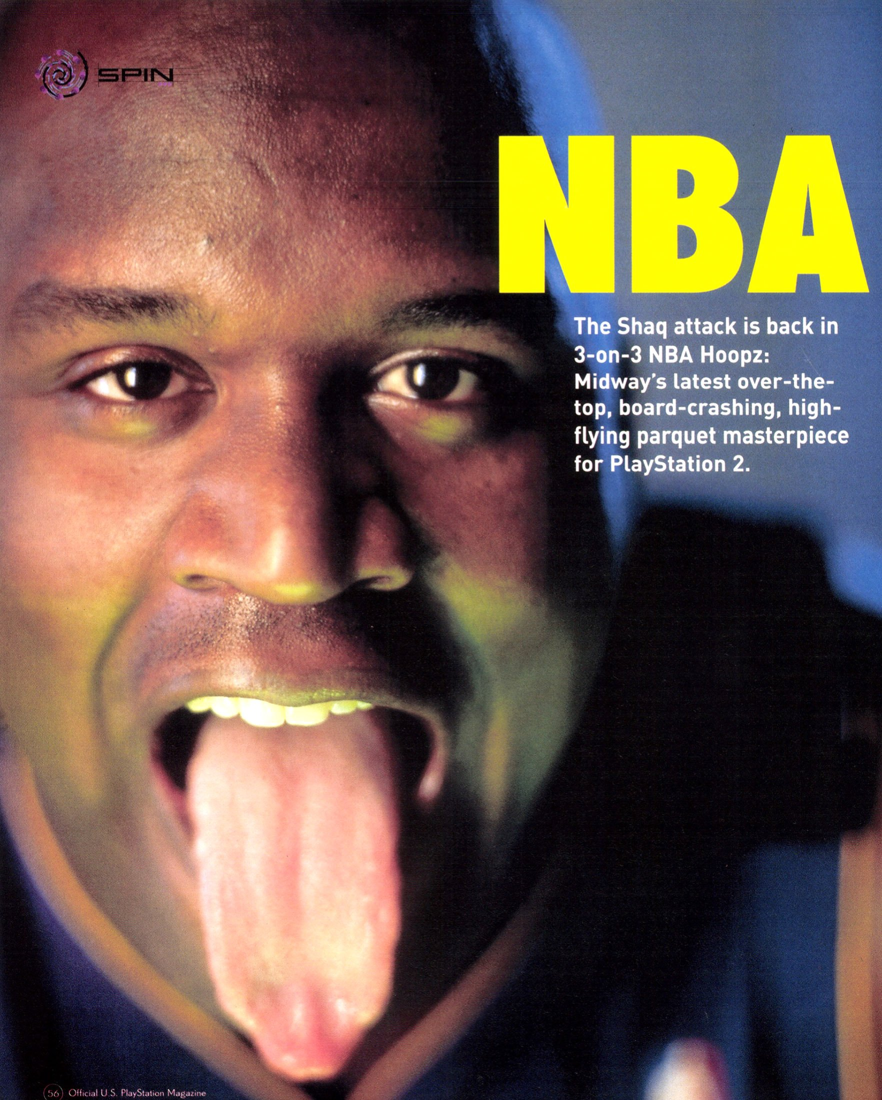
Animated Blood
Animated Violence

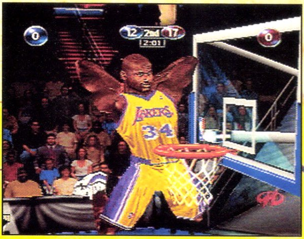
TAKE2interactive



NBA

The Shaq attack is back in 3-on-3 NBA Hoopz: Midway's latest over-the-top, board-crashing, high-flying parquet masterpiece for PlayStation 2.

HAM



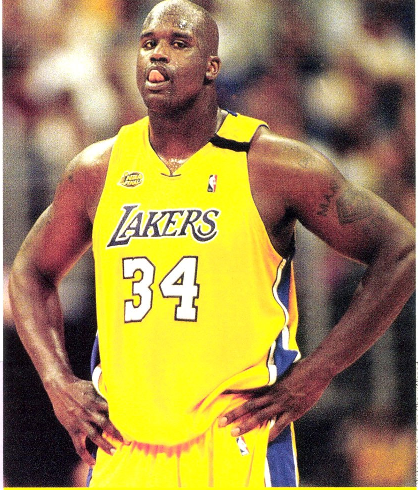
Shaq photograph by Gregory Heisler Corbis/Outline
NBA photograph by Jed Jacobsohn/Allsport

Daintily, playfully, Shaquille O'Neal, the NBA's most dominant parquet dunkster, uses index finger and thumb to pick the snug, infiltrating motion-capture spandex from the crease of his bottom. It's all a show for his onlooking daughter who, as he winks over his shoulder, feigns embarrassment before a quick shriek of laughter. Twenty seconds later, with small silver moon sensors spread over him like wayward chicken pox, the man better known as Shaq or the Diesel or the Dad, is hammering an easily palmed basketball through a hoop with enough force to separate backboard from rim. He hangs there, a roomful of onlookers holding a collective breath waiting for the whole structure to disintegrate beneath his impossible strength. Finally, he lets go, the released tension of the stuttering rim giving off a sound more indicative of Warner Bros. than pro basketball.

But Shaq has long been this oxymoron of power and charm. Since being taken first overall in the 1992 NBA draft out of LSU—an obvious franchise player from the outset, considering his hulking 7'1", 315 lb. size—he's done things Neon Deion hasn't had the capacity to dream up. Shaq has been featured in major motion pictures (yes, *Kazaam* qualifies, as does *Blue Chips*), he's spun several rap albums, he's won two Olympic gold medals, and an MVP award, and he's led the prideful L.A. Lakers to a championship renaissance (their first title since 1988). Now he's putting his surreal-sized stamp on the cover of Midway's NBA Hoopz, the 3-on-3 follow-up to the already-classic arcade NBA Showtime.

SHAQ DADDY: THE OPM SITDOWN

In his trademark mumble, Shaq answered our queries with a charisma that bordered on arrogance but without a hint of vanity. Shaq was simply Shaq—not to mention his hand was about three times bigger than any of ours.



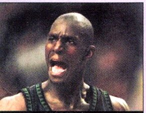
photograph by Ezra Shaw/Allsport

OPM: How did you get involved with Midway?
Shaq: Midway called me up and said they were doing a 3-on-3 game and wanted to know if I'd like to be involved and I said, "Why not?" I had the coin-op NBA Showtime game, too. They had me in today so I could put on the sensors and do all my moves. No one's going to have the moves I have.

OPM: What does it mean to be on the cover of a game?
Shaq: I was in Showtime, but to have my own cover feels pretty good. Hopefully it'll do well.

OPM: Does it make you feel superior to Kevin Garnett (EA's NBA Live cover-baller) and Jason Kidd (989's cover man)?

Shaq: I'm already superior to those guys.



PERIOD
TIME
CPU
KONAMI

OPM: When you were at LSU did you ever dream of your current situation?
Shaq: No, not really. When I was there I remember playing Double Dribble. The further we go, the graphics just keep getting so much better.

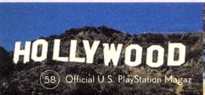
OPM: Obviously, the NBA Championship means the most. But of these three, which ranks highest: being on the NBA Hoopz cover, starring in *Kazaam*, or having your own rap album? Be specific here.
Shaq: It's pretty much all the same. It's never been done before by an athlete. I'm historical...once again.

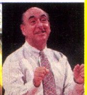
OPM: What about winning the MVP award vs. the Gold Medal in Nagano?
Shaq: MVP award. Of course, the Gold Medal is good, but I've got two of those. So we can take one away and replace it with the MVP award.

OPM: Where do you think you fit in with the current NBA stars?

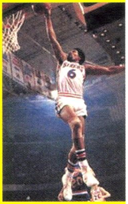
Shaq: I think I'm in the top one, two or three. It really doesn't matter. I really don't look for the "best player" title; it would probably be a guard because guards get to show all their stuff. But I probably own, and will always own, the "most dominant" title. That's my title. So if guys want to be the best player and the best shooter, that's fine. But "most dominant" belongs to me.

OPM: Where do you fit in all-time? Do you think about that?
Shaq: No, I never think about it. This world we live in—people listen to big-time announcers. So when big-time announcers say something positive about me, it'll stick. When I was in college Dick Vitale said I was going to go No. 1 and I did. So that stuck.





Who were your heroes when you were growing up?
My father was my hero, and my mother. But I always wanted to be like Dr. J. But they told me to be better than Dr. J.



OPM: What do you want to be remembered for?
Shaq: I want to be remembered as the most dominant player, a guy who did it all. Business-wise I want to be remembered as a good businessman who made as much money outside the court as on it.

OPM: When you first came to L.A., wasn't it so you'd be closer to the movie scene?
Shaq: No. When they want you, it doesn't matter where you're at.

OPM: Are you mad you didn't get cast for *Star Wars*?
Shaq: Am I mad? No, not really. But I'm mad I didn't get cast for *Matrix 2* and *3*.

OPM: Do you still have that long, black leather Superman cape?
Shaq: I keep all my Superman-istic items.

OPM: What does Kobe mean to you?
Shaq: Kobe's a vital part to the 1-2 punch. I'm glad I have another dominant player on my team. In this game, in this industry, it's key to have someone else who can dominate.

OPM: Have you ever thought of being a two-sport athlete?
Shaq: I think I could play some football. Some tight end.

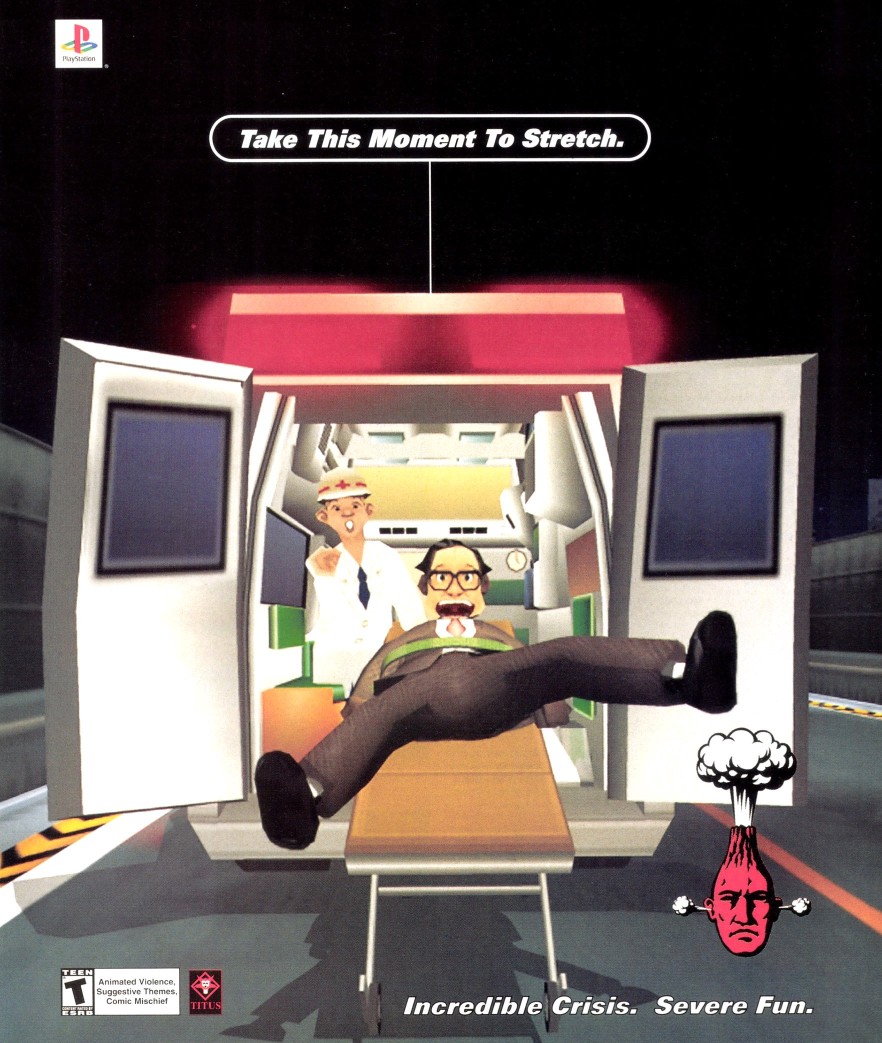
OPM: Are the Lakers going to win the championship this year?
Shaq: Hopefully.

OPM: Who's your biggest competition?
Shaq: Us. Just like last year. Portland's spending a lot of money, making a lot of moves, but too much heat isn't necessarily good heat.

OPM: Do you think teams will continue with the Hack-a-Shaq strategy?
Shaq: It doesn't work. It's stupid. It's just paying homage to my game. "We can't stop this guy, so f— it, just grab him."

OPM: What's your favorite ESPN nickname? The Dad? Shaq-Dad? Or The Diesel?
Shaq: The Diesel, definitely.

SHAQUILLE O'NEAL
SHAQ DIESEL


PlayStation
Take This Moment To Stretch.
TEEN
T
CONTENT RATED BY
ESRB
Animated Violence,
Suggestive Themes,
Comic Mischief
TITUS
Incredible Crisis. Severe Fun.

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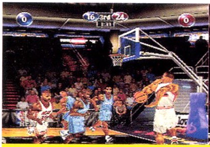
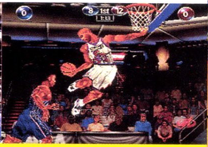
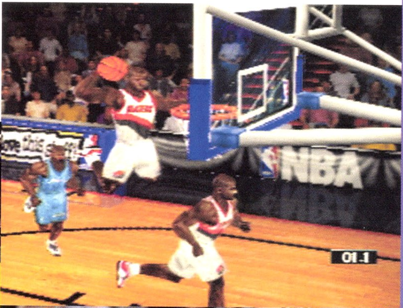
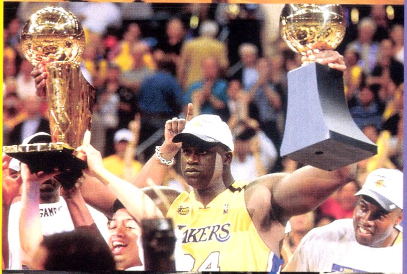
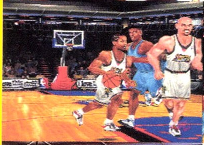
SHOWTIME PLUS ONE

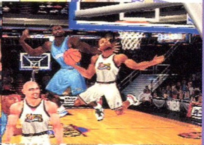


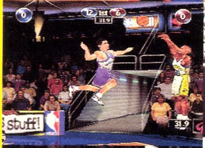


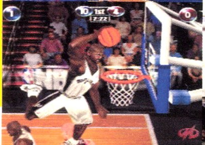






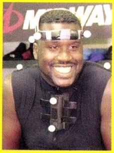






When we heard Midway was moving forward on a plan to make the first 3-on-3 NBA Jam-style game, we couldn't wait to find out more about it. After all, the buttons from our office's arcade version of NBA Showtime (NBA Jam's masterfully visual sequel), are so dented and dinged from being overworked, we're surprised they don't have fingerprints pressed into them.

As far as the screens you see here, they're early. Expect this one to look as sharp as any PS2 game once they near completion. After all, anyone who hit the arcades for Showtime knows how crisp and realistic that one looked, even when NBAers were soaring 20 feet off the ground.



We had a chance to find out more from Midway's own Tim Granich, who filled us in on Midway's newest additions to one of their top-flight franchises. Hoopz isn't PS2-exclusive (it'll hit the PS one, as well, and might even show up in the arcade). It will support a Multitap. And it'll land on store shelves this January. But that's all boring stuff. So what's new?

"The 3-on-3 format is key to making this game so much fun. It gives you the over-the top action of previous Midway basketball titles, but also gives you the three unique playing styles of the three positions," says Granich. "NBA Hoopz will also feature Create-a-Player and Create-a-Team options where the user can create everything from the player's height and weight, right down to choosing the colors and logo for his uniform. Oh, and there are new play modes including the playground favorite, 21."

With all the new stuff, will Midway abandon its patented unlockables in the new game?

"NBA Hoopz will feature quite a few hidden players and courts," Granich told us. "NBA mascots will join some high-profile characters for users to unlock and play with or against."

Sounds good, but is it *that* much different than Showtime?

"Hoopz gets its roots from the likes of NBA Showtime and NBA Jam, but with the 3-on-3 format there's all-new AI that drives the offensive plays and defensive reads," says Granich.

"NBA Hoopz is a whole new basketball animal. It all boils down to gameplay. We've added additional elements to give it depth but kept the same pace as the earlier games. It's still fast-paced, but big men will no longer bust out the three-pointers all the time."

Sure, the unlockables help, but does an arcade-style game like Hoopz really feature enough replayability to keep it fresh?

"We're always working very hard to figure out how to develop these games to add depth and replay value without stripping away the fun factor and making them too much like simulation games," says Granich. "It's really a progression toward more fun through more differentiation. This keeps things fresh so the gamer wants to play more and more to see what else he/she can see, hear and do."

So why is NBA Hoopz a must-have game for all those PS2 owners?

"Hoopz is the only dedicated 3-on-3 arcade-style NBA basketball game featuring NBA **MVP Shaquille O'Neal** and all of your favorite NBA players catching fire (literally) while defying gravity, reality and still performing moves you've only dreamed of!"

BANDAI®

PlayStation®

CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

DIGITAL
DIGIMON
MONSTERS
DIGIMON WORLD

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TEEN
T
CONTENT RATED BY ESRB
Comic Mischief

Endless Adventure

All-New Characters

Improved Battle System

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Mild Language

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WE'LL TAKE YOU THERE

YOU PICK WHO WINS!

PS2 SURVIVOR

A late surge of votes for everyone's favorite Mudokon couldn't save Abe from being pushed off the PS2 Island in the narrowest vote yet. Now the four that remain are a lady, a Snake, an arachnid and a bandicoot. So get off your can, pause your Thanksgiving dinner, and race over to your PC and vote, vote, vote! We read *all* the e-mails, so keep on sending them. And, if you're interested in capturing the PS2 Survivor Grand Surprise, cast two votes against the Final Four and send stories to survivor@ziffdavis.com to tell us why they'll survive on the PS2!

The Rock has to defend his title at all the Pay-Per-Views. How's he supposed to do that when he's on this island? Hey, I'm doing this one for you, Rock. You'll thank me later along with the millions, and I mean MILLIONS, of your fans.

lakalt@hockeymail.com

The Rock proposes a wrestling match as an immunity challenge, but Spider-Man uses his spider strength to powerbomb the Rock through the earth's crust, so The Rock's out of the running. Lara has a similar idea, only it's a mud wrestling match with Claire. The male members declare both of them the winner before excusing themselves to go into the woods for some "personal time."

John Ogden
greekdrm@hotmail.com

I know Lara will probably end up winning this (a girl can dream, can't she?). Lara has the guns, she has the survival skills, and she has the *talent* that doubles as flotation devices in an emergency. Call it female jealousy if you must, but Claire is everything Lara is without the two moons.

Amanda "Greenbeans" Anderson
gbeans@tyrlen.org

One animal cooks another when Crash finally tires of Spyro's bad flame breath. Worst part is, Crash cooks that stupid dragon over a fire the purple idiot created!

Ray Carvers
raymondcarver@yahoo.com

Conflict ensues as Spider-Man makes a pet out of Crash, only to find his bandicoot has become scorched after fighting with Spyro. Abe discovers the Blackened Bandicoot delicacy, and has to deal with Spider-Man's wrath. Abe is unanimously voted off the island.

j8sony@yahoo.com

"Can you smell what The Rock is cooking!?" The Rock yells in Snake's face.

"Shut up," Snake responds, lighting a cigarette. "I can't stand that fake wrestling crap."

"Fake wrestling? I'll show you!"

The wrestler slams the stealthy hero, following with the People's Elbow. Snake rises, unfazed.

"Staged moves? How 'bout I show you something really useful, like how to break someone's neck," says Snake.

"It's OK, man. No need to do anything rash. I'll just run over...here!" The Rock then dives into the nearby forest.

Spike00005@aol.com

The Rock and Snake are pining after Lara in embarrassing fashion. We know (Lara included) Snake will win her heart. Poor Rock.

Boston McNeal
bostonmac@mindspring.com

If Crash can survive toxic-waste sewers, the Antarctic with its freezing-cold temperatures, warping through time, and saving our planet, then he's the PS2 Survivor to lead us into the new world.

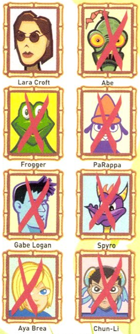
YOGARAJAH@aol.com

Lara the aristocrat always eats her rat with a side of Grey Poupon.

Gary Young
gyoung@gemstate.net

GREY POUPON

THE SHAKA DULA TRIBE



THE DADONGLE TRIBE

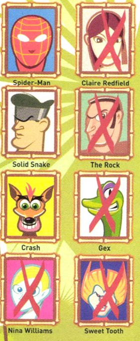
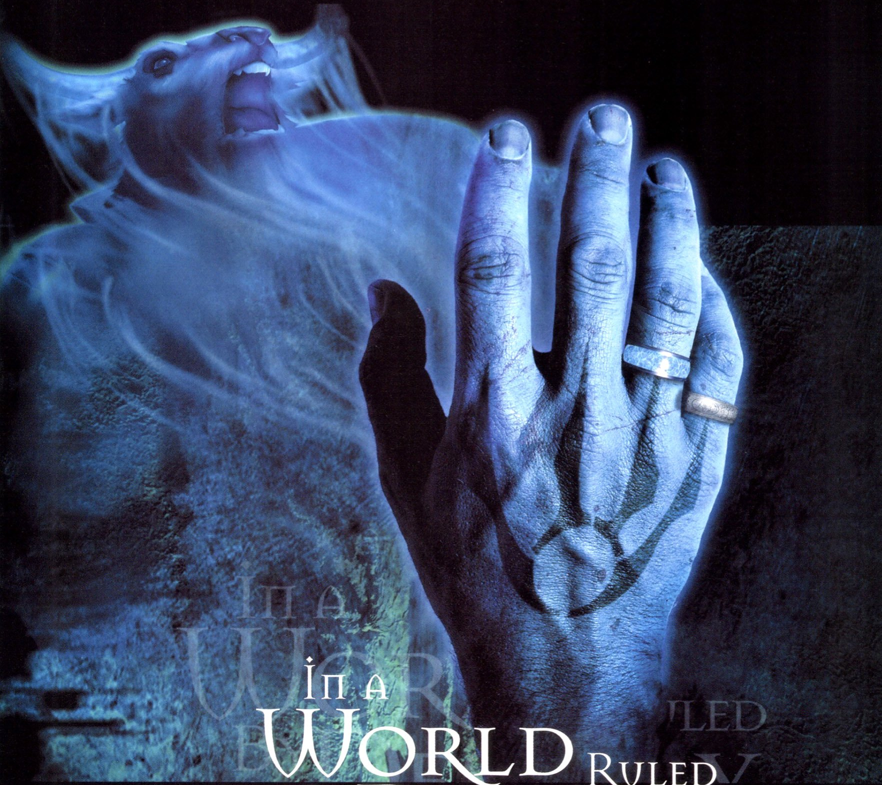
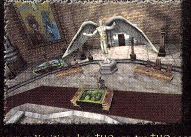


Illustration by Wayne Vincent



In a World Ruled By Destiny…

PlayStation®2



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Born with the mark of a Summoner, Joseph of Ciran was responsible for destroying his village as a child. Although hated by many, he is the only hope for salvation. His ability to call forth demons, dragons, and elementals, and control their every move, gives him the power to topple empires, challenge gods, and stop the evil Emperor Murod from ruling the heavens and earth. Crossing a massive world, from sewers to cities to forests and beyond, Joseph seeks the ancient rings that are the source of his power. He will encounter hundreds of people, both friend and foe, including the three that will aid in his quest. Together, they will face danger and uncover the secrets known only to the Summoner.

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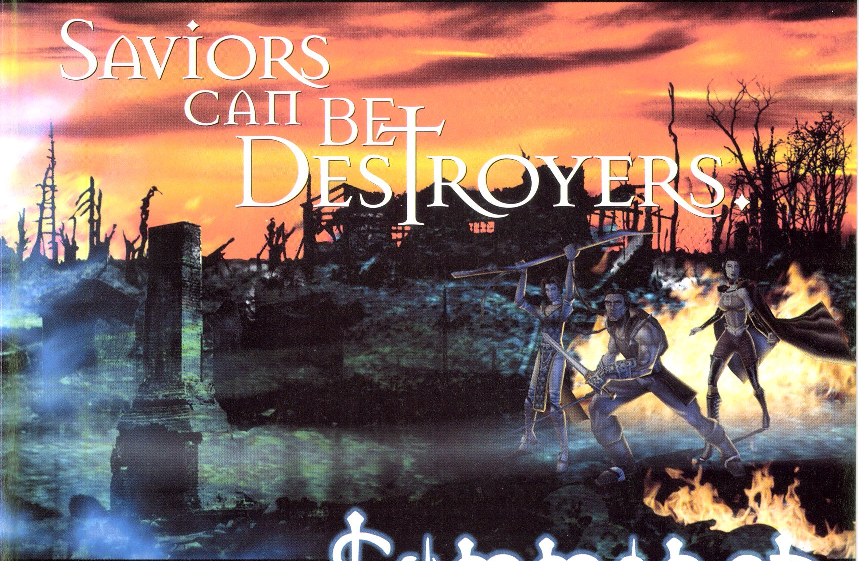

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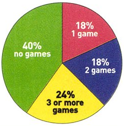
...AND TORN BY CONFLICT

OPM Reader Poll

How many games do you rent in a typical month?



CHRIS GORE

WHAT'S UP WITH RPGs?

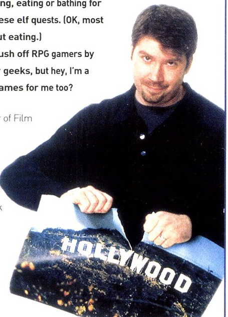
I don't get it and I'm not embarrassed to admit it. I don't understand the appeal of role-playing games. Why is a game filled with swords, sorcery and elves so much fun to play?

Personally, I love all kinds of games. Fighting games rule. Sports games are awesome. I'm a huge fan of shooters and I find good puzzle games can be as addicting as Jolt cola. Action/adventure games like Tomb Raider, Spyro or Dino Crisis kick ass. And nothing beats the thrill of speed from a great racer. But role-playing games, I just don't get. I am, however, one of the many gamers who got caught in the hype and bought Final Fantasy VIII, even though I had never really played an RPG. The cinemas looked fantastic and I liked the sci-fi storyline. I figured this was an RPG I could actually get into since it seemed to be devoid of the elves that always seem to populate these types of games. Plus, I saw ad after ad in magazines and on television, so like a lemming, I picked it up. You walk around and find stuff, talk to people a lot, and then when you fight you have to politely take turns (as if that would happen in real life). I read more than a ton of text and still couldn't figure it out.

So, after 40 hours of getting through less than 10 percent of the game, I quit. And I'm not a quitter. I think I would have rather read the novel; it would have been a lot more fun. Now, I want to know, am I the only one out there who feels this way? I notice the games in the Final Fantasy series are some of the biggest sellers of all time. I'm aware that there are millions who love these games, but I'm just not one of them. Don't just tell me I'm nuts and I don't understand. Please explain to me why RPGs are so addictive that some gamers will go without sleeping, eating or bathing for days while playing these elf quests. (OK, most of you don't go without eating.)

Now, you could brush off RPG gamers by calling them nerds or geeks, but hey, I'm a geek—aren't these games for me too?

Chris Gore is the editor of Film Threat, www.filmthreat.com, and the host of *The New Movie Show,* which airs on Thursdays at 10:30 p.m. on the FX Network www.fxnetworks.com.



PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. What was the first PS2 game off the assembly line?
a) Ridge Racer V
b) Smuggler's Run
c) Midnight Club
d) Wild Wild Racing

2. What PS2 game carries the coveted serial number of 001?
a) Tekken Tag Tournament
b) Dead or Alive 2: Hardcore
c) Street Fighter EX3
d) Ridge Racer V

3. In which of the following countries will you NOT find the bandicoot?
a) Spain
b) Tasmania
c) Sri Lanka
d) India

4. Spyro is to The Police as Crash Bandicoot is to...
a.) Men at Work
b.) Men Without Hats
c.) Oingo Boingo
d.) Devo

5. Soul Reaver's Raziel is to The Smurfs as Crash Bandicoot's Neo Cortex is to...
a.) *Highlander*
b.) *Earth 2*
c.) *The Shawshank Redemption*
d.) All of the above

6. Crash producer Mark Cerny was the designer of which arcade classic?
a.) Jungle Hunt
b.) Galaxian
c.) Marble Madness
d.) Joust

7. The team that developed TimeSplitters is responsible for which classic N64 game?
a) Mario
b) Donkey Kong
c) GoldenEye 007
d) Metroid

8. Who "owns" Crash?
a) Fox
b) Universal
c) MGM
d) Dreamworks

9. Z.O.E stands for what?
a) Zephyr Overdrive Extreme
b) Zone Of Energy
c) Zone Of Excitement
d) Zone Of Enders

10. Take the date (day, not month) that the PS2 was released and multiply it by the number of Crash games there are (including Bash). Now subtract the number of megabytes a PS2 memory card can hold and add the number of pins in a PS joypad connector.

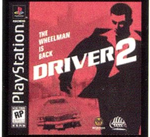
E-mail PSAT question suggestion to **OPM@ziffdavis.com.** Mark your message **PSAT**

Answers
1. b **2.** a **3.** a **4.** d **5.** d
6. c **7.** c **8.** b **9.** d **10.** 131

DATA STREAM

Driver 2 Mania

Anxious to get your copy of Driver 2? Well, so are over 1 million other PS gamers. That's how many people have already pre-ordered the highly anticipated sequel. To date, the original Driver has sold more than 4 million units.



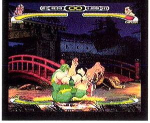
Dinos and Things

Konami and Universal are teaming up to bring games based on the next *Jurassic Park* movie and the classic Kurt Russell flick *The Thing* to the PS2 next year. Let's hope these titles are better than their last collaboration: The Mummy for the PS one.

JURASSIC PARK III

Another EX?

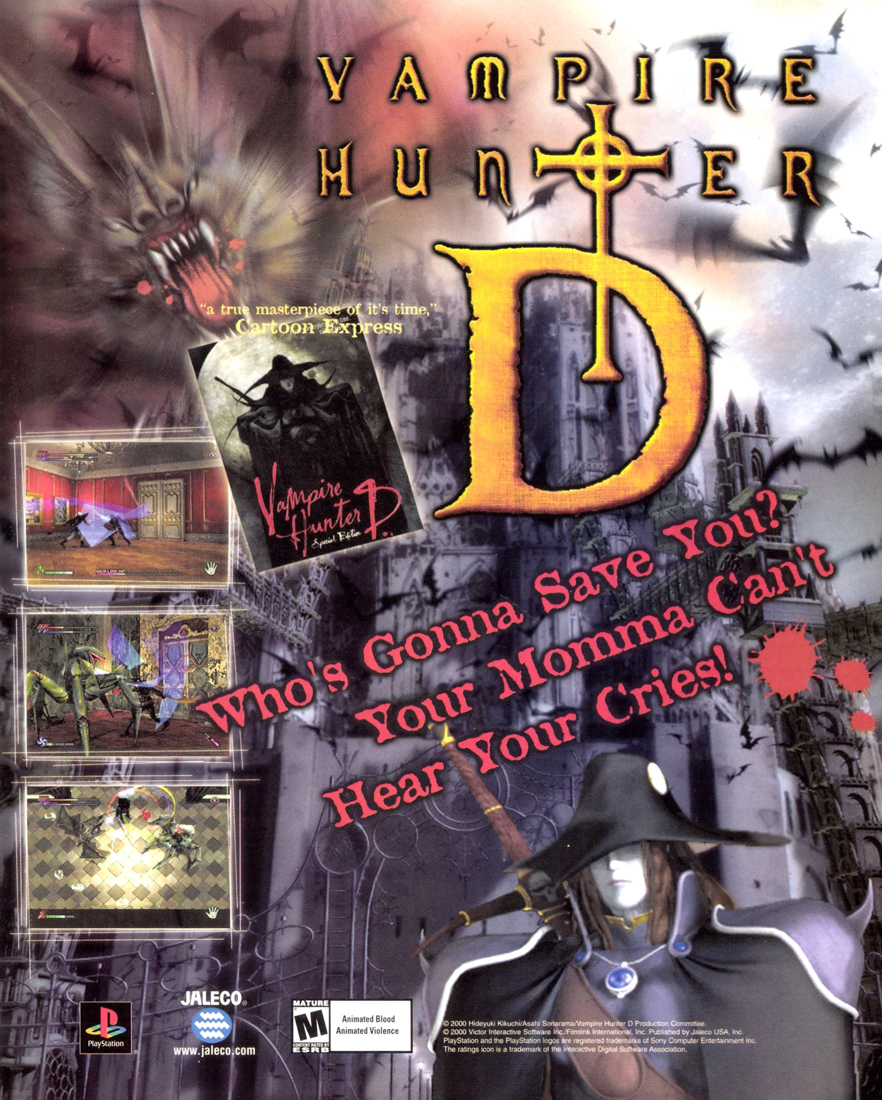
Word out of Japan says that Capcom will release a PlayStation port of the Japanese arcade game SNK vs. Capcom next year. The game will be called SNK vs. Capcom EX and will feature some new characters and scaled-down 2D backgrounds.



OVERHEARD: PS2 RPGS

"There IS a significant amount of RPG development going on. Since decent RPGs take a bare minimum of 18-24 months to complete, you can expect to see them start hitting the shelves in Japan around Q1 2001 and in the U.S. thereafter."

—Victor Ireland of Working Designs, who has his eye on several Japanese PS2 RPG projects.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Animated Violence

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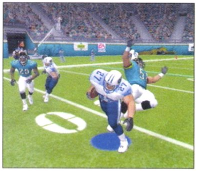
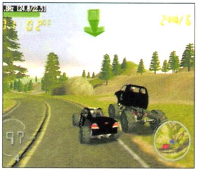
35
CREDIT 0
ANNA

SUN QUAN
SERGEANT
Bodyguard "Lord Xiahou Dun, let's find our allies!"
XIAHOU DUN x 20





Console Launches through the Years

Sure, the PS2 launch was smaller than originally promised, with "only" half a million systems sold on the first day. But it was still the most successful console launch in the United States and arguably the most-anticipated system ever to hit our shores. With the launch now behind us, we decided to take a look back and see how the PS2 fared against launches through history.

Magnavox Odyssey

Released: May 1972 • *Price:* $100 • *Killer App:* none • *Sample launch titles:* Table Tennis, Simon Says, Baseball, Haunted House, Roulette, States

The very first video game console was released with a fanfare of TV and print ads. But the console was sold only in Magnavox's own stores, where unscrupulous salesmen told consumers that it could be played only on Magnavox TVs. Sales for the Odyssey jumped several months later when Atari's first arcade machine, Pong, made its debut.

Fairchild Channel F (a.k.a. Video Entertainment System)

Released: August 1976 • *Price:* $169.95 • *Killer App:* none • *Sample Launch Titles:* Tic-Tac-Toe, Shooting Gallery

Channel F was the first console to give users the ability to change games, but its launch went unnoticed by most. Games were sold separately for $20 in bright yellow plastic cases that looked like 8-track audio cartridges.

Atari Video Computer System (a.k.a. VCS, 2600)

Released: October 1977 • *Price:* $199.95 • *Killer Apps:* Tank, Pong • *Sample launch titles:* Combat, Video Olympics, Indy 500, Street Racer, Blackjack, Surround

By 1977 Atari was a leader in the arcade industry. But despite its name recognition, Atari didn't heavily promote its first programmable games system, the VCS. Like the Channel F, the VCS used interchangeable cartridges. Unlike Fairchild, Atari had a stable of arcade titles that it successfully translated to the home format.

Atari had a deal with Sears to place the console in its stores and catalogue. Even so, sales were lackluster until 1980, when Atari released a home version of Space Invaders.

Mattel Intellivision

Released: 1980 • *Price:* $199.95 • *Killer Apps:* NBA Basketball, NFL Football, Major League Baseball • *Sample launch titles:* Las Vegas Poker & Blackjack, Math Fun, Armor Battle, Backgammon, Major League Baseball

The first major system launch was delivered by Mattel Electronics in 1980. Mattel was out for Atari's blood, and it launched the first attack with a TV and print campaign explaining how the Intellivision's graphics were superior to Atari's. Who could forget George Plimpton's ads in which he compared the Intellivision's realistic sports games with the blocky simplicity of the Atari? And Mattel had another ace up its sleeve: The Intellivision could be upgraded to a personal computer.

The initial production run of 200,000 units completely sold out within a year, giving Atari a real run for its money. However, it didn't take consumers long to discover that the Intellivision excelled only at sports games but was totally weak in the area of arcade games—Atari's lifeline.

Coleco Colecovision

Released: August 1982 • *Price:* $175 • *Killer App:* Donkey Kong • *Sample launch titles:* Turbo, Zaxxon, Cosmic Avenger

Coleco advertised its forthcoming third-generation game system as "The Most Advanced Video Game System You Can Buy." At the time there was an abundance of video game magazines like *Electronic Games* and *Electronic Fun* on the newsstands. Coleco supplied these magazines with sample consoles and then sat back and waited for the reviews. The magazines called the Colecovision the best system of the '80s. By the time it was released, gamers were just about frothing for it. What wasn't there to like? Coleco did its homework and managed to cover all bases. Knowing the public craved good arcade titles, Coleco went out and licensed hits from Nintendo and Sega. The home versions looked almost as good as their arcade counterparts—and light-years ahead of the Atari 2600. Coleco also offered an expansion module that would play all the 2600's games.

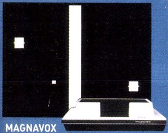
Coleco stopped production of the successful Colecovision in 1984 to focus on its Adam computer. But the Adam was plagued with so many problems that even Cabbage Patch Dolls couldn't save the company.

Nintendo Entertainment System (NES)

Released: Fall 1985 • *Price:* $249 with R.O.B., $199 without R.O.B. • *Killer App:* Super Mario Brothers • *Sample launch titles:* Duck Hunt, Gyromite, Pinball

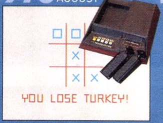
Ironically the system that resuscitated the video game industry came not with a roar, but with a whisper. In 1983, Nintendo had

1972 MAY



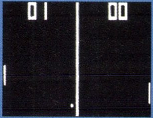
MAGNAVOX ODYSSEY—*Table Tennis*

1976 AUGUST



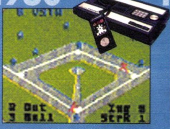
FAIRCHILD CHANNEL F
Tic-Tac-Toe

1977 OCTOBER



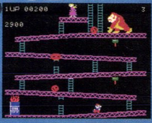
ATARI VIDEO COMPUTER SYSTEM—*Pong*

1980

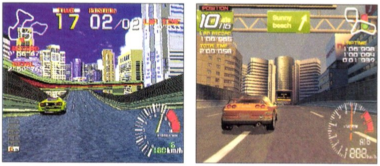


MATTEL INTELLIVISION
Major League Baseball

1982 AUGUST



COLECO COLECOVISION
Donkey Kong



The original Ridge Racer for PlayStation (left) and the latest incarnation for PS2 (right). Five years of technology makes a lot of difference.

successfully marketed the Famicom in Japan. When the company decided to release the system outside of Japan, it saw one obstacle in the way: Atari. The Nintendo execs felt Atari was just too big and popular to compete against. Instead, they offered Atari the worldwide rights (with the exception of Japan) to the Famicom. With the 7800 on its way, Atari wasn't interested. However, Atari decided to sign the deal anyway just so it could have one less competitor. Bad timing then came into play: Just before Atari could actually sign with Nintendo, the Great Video Game Crash occurred and Nintendo no longer had to worry about Atari. Nintendo believed there was still a market for video games in the United States, but the stores, after being burnt by the previous systems, simply weren't interested. Nintendo began test-marketing the unit in the New York area in late 1985 and focused on toy stores. R.O.B. the Robot was created to further establish the NES as a toy. The Trojan horse method worked, and the NES proved a success. It was released nationally in 1986.

Ironically the system that resuscitated the video game industry came not with a roar, but with a whisper.

Sega Genesis

Released: August 1989 • *Price:* $199.99 • *Killer App:* Altered Beast • *Sample launch titles:* Ghouls 'n Ghosts, Golden Axe, Phantasy Star II, Rambo III, Space Harrier II, Super Hang-On, Tommy Lasorda Baseball

When Sega planned to release its 16-bit Mega-Drive in the United States under the Genesis name, gamers already knew what was in store for them through ample magazine coverage. For the U.S. launch Sega supplied the magazines with a ton of information about its new console. A library of 15 cartridges was available immediately, and Altered Beast along with one controller was packaged with the system. Sega also promised the Power Base Converter, a peripheral that allowed the Genesis to play Master System games.

Nintendo SNES

Released: Sept. 9, 1991 • *Price:* $199.99 • *Killer App:* Super Mario World • *Sample launch titles:* Pilot Wings, F-Zero, Gradius III

The SNES was Nintendo's response to the Genesis. However, keeping with its policy of the time, Nintendo invested little into promoting the system, figuring that it would sell because of the name. When the console debuted with a handful of games, there were already hundreds of Genesis cartridges available. Nintendo had to play catch-up, and it did so by changing its third-party licensing policies. Nintendo dumped a clause that forced developers to create exclusive titles for its system. With that obstacle out of the way, Sega licensees quickly began porting their Genesis games over to the SNES.

3DO

Released: Oct. 4, 1993 • *Price:* $700 • *Killer App:* Crash N Burn • *Sample launch titles:* The Animals, Battle Chess, Oceans Below

Trip Hawkins didn't pull any punches when he delivered his 3DO to the world. Kiosks were set up in malls around the country to tell consumers exactly what the 3DO was. But that was the problem with the new system: No one knew what it was.

Hawkins' dream was to build a new audio-visual unit that could be mass-marketed by all manufacturers, much like TVs, VCRs and radios. The 3DO was a good idea—a multimedia device that would eventually be in all homes. But no one could figure out what to do with a "multimedia" device. Was it a games machine? Was it a computer? Although Hawkins didn't want to market the 3DO as a mere games machine, the system was packaged with a game—the only one that was available at launch. The other launch software consisted of encyclopedia-type titles. The combination of a $700 retail price and a poor software selection doomed the 3DO from the start.

Sega Saturn

Released: May 11, 1995 • *Price:* $449 with Virtua Fighter, $399 without pack-in game • *Killer App:* Virtua Fighter • *Sample launch titles:* Daytona USA, Clockwork Knight, Worldwide Soccer, Panzer Dragoon

Sega announced to America that the Saturn would launch on Saturday, Sept. 2, 1995, one week before the scheduled release of the PlayStation. Then on May 11, 1995, during the opening day of the first E3 show, Sega surprised everyone, especially Sony, by announcing that the Saturn had shipped to Toys R Us, Electronics Boutique, Babbages and Software Etc. the previous day and was already available for sale. The Sept. 2 date had been a decoy. There was a downside to this surprise launch, though. Only six games were available.

Sony PlayStation

Released: Sept. 9, 1995 • *Price:* $299 • *Killer App:* Ridge Racer • *Sample launch titles:* Air Combat, Battle Arena Toshinden, Raiden, WWF Wrestlemania

Even before the launch Sony had presold over 100,000 units. When the PlayStation went on sale on Sept. 9, 17 games were available. Within three days of the launch, stores around the country were sold out—a new launch record. Even peripherals like extra controllers and memory cards were in demand. Sony reportedly spent $40 million on its launch marketing.

Nintendo 64

Released: Sept. 29, 1996 • *Price:* $199.95. *Killer App:* Super Mario 64 • *Sample launch titles:* Pilot Wings 64

First Nintendo decided to stick with cartridges even though they were much more expensive than CDs. Next, the launch date was changed from May to Sept. 30. Then the date was pushed ahead one day to Sept. 29, a Sunday, so kids wouldn't miss school to buy it. Finally the price was lowered from $250 to $200 just prior to launch.

When the N64 arrived, only two titles were available. Yet despite the fact that the N64 was released a year after the PlayStation, company president Howard Lincoln was betting that three formidable words would attract consumers: *Super Mario 64*. And he was correct—300,000 units were sold in only four days, breaking the record set by Sony.

Sega Dreamcast

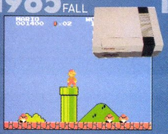
Released: Sept. 9, 1999 (or 9/9/99) • *Price:* $299.99. *Killer App:* Sonic Adventure • *Sample launch titles:* House of the Dead 2, Mortal Kombat Gold, Aerowings, Soul Calibur, Hydro Thunder

With 300,000 Dreamcasts preordered, the launch for the new system began at nearly 400 stores at midnight on 9/9/99. While lines forming around blocks were customary at Japanese launches, they were unheard of in the United States prior to the Dreamcast launch. Dreamcast preorders were three times the amount the PlayStation had four years earlier. The Dreamcast's 18 launch titles bested the PlayStation by one.

Despite some defective software, Sega sold nearly $98 million worth of games and hardware in only three days. Within two weeks, over a half million consoles were sold. The Dreamcast launch was the most successful in U.S. history.

Until now...

1985 FALL

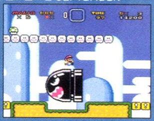


NINTENDO ENTERTAINMENT SYSTEM—*Super Mario Bros.*

1989 AUGUST

SEGA GENESIS
Phantasy Star II

1991 SEPTEMBER

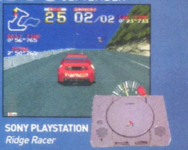


NINTENDO SNES
Super Mario World

1995 MAY

SEGA SATURN
Virtua Fighter

1995 SEPTEMBER



SONY PLAYSTATION
Ridge Racer

Playing Dress Up

Tony Hawk's Pro Skater 2 has it all: sweet gameplay, raucous tunes and...licensed clothing. We've been blathering about what a great game it is forever, so as a change of pace we decided to show you some of the sick duds and accessories. We've even supplied you with Web sites so you don't have to waste your time searching for the stuff and you can get out and skate. Especially before the snow starts falling. Want our advice? Pick up a Diakka watch or a pair of TSA pants. Although who can argue with any of these goodies?

These moon shades are straight from the genius of Oakley. The pair on Mr. Burnquist (above) are discontinued, but you can find plenty of others perfect for skating at www.oakley.com.

TSA ATHLETIC
TSA

NO COMPLY + HOSPITAL FLIP
1087 X2

Elissa's duds aren't marked up with the TSA clothing logo in THPS2 because of PS one limitations. So you'll have to check out the eclectic goodness at www.tsaclothing.com.

All right, so the above trick may look a little ridiculous, but Chad Muska's handstanding in comfort in some ankle-length TSA pants. Locate them at www.tsaclothing.com.

360 BONELESS + CHRIST AIR
3050 X2

You can't see Rune's watch clearly in this shot, but it's made by Diakka. These guys know how to make some of the sweetest, most durable watches on the market. www.diakka.com

Bucky's throwing a sweet Stiffy at us to show off the Birdhouse board. Tony Hawk's very own company can be found at www.b-house.com.

NO COMPLY + THE 900
8200 X2

If you don't have the right boots, you'll never feel like a pro skater. Tony finally started constructing shoes of his own. Check them out at www.adioshoes.com or www.hawkshoes.com.

MIDWAY
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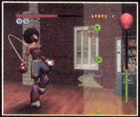
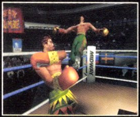
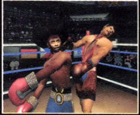
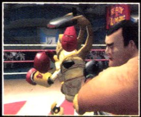
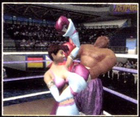

Train with Mini Games


New Ring-Clearing Rumble Flurries


New Taunts, Combos and Animations


23 Outrageous Boxing Personalities


Sharper Single Player Boxing

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NINTENDO 64

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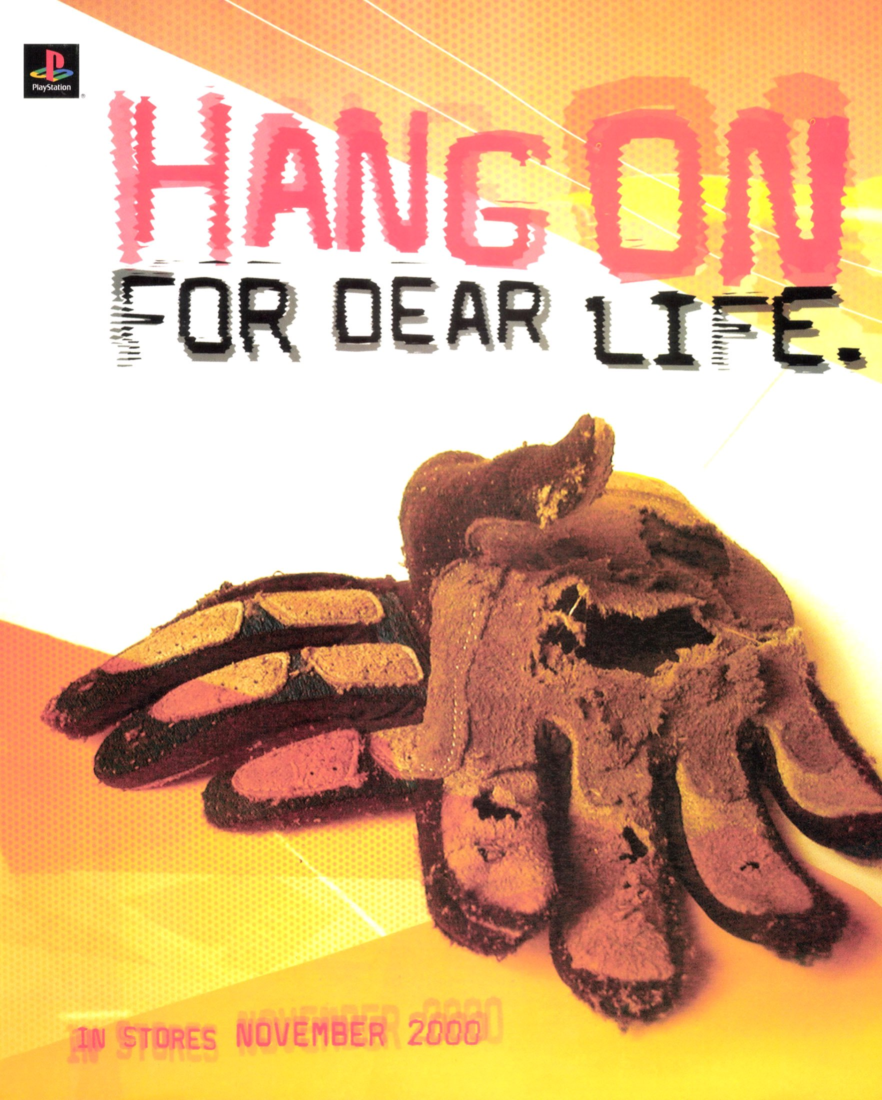
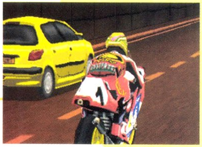
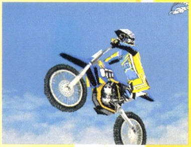
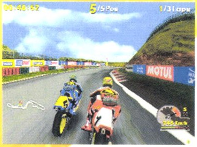
*Screen shots taken from PlayStation 2

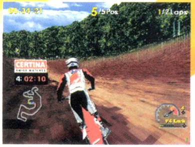

PlayStation
HANG ON
FOR DEAR LIFE.
IN STORES NOVEMBER 2000

moto Racer™
WORLD TOUR









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MOTUL

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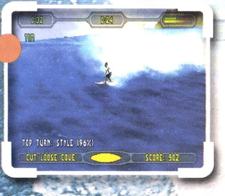
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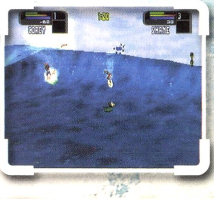
TIM
TOP TURN: STYLE (96%)
CUT LOOSE COVE
SCORE: 502

Get air, baby! Real Water, Real Waves.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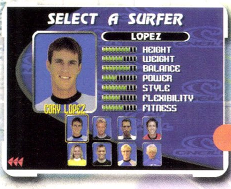
SELECT A SURFER
LOPEZ
HEIGHT
WEIGHT
BALANCE
POWER
STYLE
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CORY LOPEZ

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TOMMY TALLARICO

PLAYSTATION 2: SOUNDS GOOD TO ME

Lots of people are excited about PS2 for many reasons. And many people have asked me what it means for sound and how it will change the way we hear games. As far as audio goes, the greatest thing about the PS2 is memory and storage. The two biggest boundaries for sound designers and musicians have been memory limitations of the sound chip and a storage place to put it all. Last year when we were creating the sounds for Tony Hawk's Pro Skater we were constantly running into space-constraint issues. There were so many different surfaces the player could skate on, and we wanted to have as many different sounds as possible. This year when working on Spider-Man there were a lot of times when we wanted to have ambient sounds but couldn't afford the space. Music-wise, when creating the soundtrack for Tomorrow Never Dies there were certain times when the programmer needed to load in level information, so we had to try to hide the fact that the music just stopped or had gotten interrupted. In Pac-Man World the programmers had to use the disc for most of the game, so almost all the music had to be fit in small looping quantities on the sound chip. The PS2 gives us four times more space on our audio chip and endless amounts of storage space on the DVD.

So what exactly does this mean to the game player?

Well, from now on there's no reason why every game shouldn't have unique and dynamic sound effects and ambiences for every level. Ever play your favorite RPG and hear the same exact footstep sound a million times (*cough*...Final Fantasy)? Isn't it great when you enter a certain area and hear subtle environmental sounds like wind blowing or streams of water flowing? Won't it be nice to finally hear layered dynamic gears shifting on racing games (no more blender sounds!)? And what about the music? In the past musicians have always had to battle with programmers for space on the disc. A lot of times programmers need the disc in order to load in level information, graphics and other items. Because of massive storage capabilities and a broad enough band to interweave data streams, the days of crappy chip midi music should be over.

But alas, not every musician is a Beethoven and not every sound designer is Ben Burt (*Star Wars*). You can have all the space in the world and still not be able to write a good tune. What this new format will do, however, is get the more talented composers and sound designers in the world, guys who don't already work on games, excited enough to want to work on this platform. As the quality of graphics, programming and games in general goes up, so too will the audio. It's a very exciting time for the video game industry!

Tommy Tallarico is the owner of Tommy Tallarico studios, which produces audio for games. He's worked on nearly 50 PlayStation titles, including Tony Hawk's Pro Skater and Spider-Man. He's also the co-host of the weekly video game TV show *The Electric Playground*.

www.epontv.com

Resident Evil Silver

Fans of survival horror may soon see their favorite franchise on the silver screen

It's been an on-again, off-again saga with the Resident Evil film, which seems to have died as many deaths as those persistent zombies. But thanks to Constantin Films, this one may soon move from hellish off-screen business into an on-screen nightmare.

Constantin announced the signing of director Paul Anderson to direct the new flick. Anderson already has worked on a video game adaptation of *Mortal Kombat*, and he's also directed *Event Horizon* and *Soldier*. Constantin has granted Anderson a respectable $40 million budget. The Resident Evil film is set to debut in theaters by November 2001.

We don't know very much plot-wise, but Constantin did reveal this intriguing statement: "It's based on the survivors of a special unit, which have to fight their way to a supercomputer that's gone completely out of control."

Not much on detail. But it's better than having them just say, "There are zombies in it," or that these so-called survivors are out to save the world from evil.

Zombified: The flicks that started it all

Night of the Living Dead

Copyright 1968, Image Ten

Some of the basic horror guidelines were set in George Romero's 1968 black-and-white horror classic, and the Resident Evil developers were taking notes. First off, they have a top speed of somewhere around two or three miles per hour; second, they desire human flesh the way most of us desire sour cream-and-chive Pringles; and third, the only way to stop them is by separating their brains from their heads with a gun.

Dawn of the Dead

Romero's sequel is considered the best and most horrifying zombie movie put to celluloid. This time around a cast of humans has found refuge in a mall, while the outside world is crawling with zombies who are trying to claw their way in. You might say there's an anti-consumer social commentary going down, but there are enough exploding zombie heads and human disembowelments to distract from that.

Return of the Living Dead

Copyright 1984, Orion Pictures

This is the flick that spills out after you put zombies and comedy into the same film blender. It's not only a spoof of Romero's classics, but it also breaks all his zombie laws. These zombies have the capacity to think, and use it to lure their victims into bad situations. Also, the only way to kill these brain-starved carnivores is with fire, which causes plenty of problems, though we don't want to ruin it for you.

OVERHEARD: SNAKE'S MULLET

"I can't give too much away at this point, but I'll say that he's not in the military this time. I wanted to give him an image of a freewheeler in this game."

—Konami's Hideo Kojima talking about why Solid Snake has a beard in Metal Gear Solid 2.

PS2 Powers Arcades

The first arcade projects running on the PS2-based arcade hardware known as System 246 were demonstrated at the recent JAMMA arcade show in Tokyo. Namco showed off a version of Ridge Racer V running in an arcade cabinet, which was definitely one of the hits of the show. While the game is virtually identical to the PS2 version, gamers were thrilled over the ability to play it against others, using the steering wheel and pedals. There's no word yet on if or when the Ridge Racer V arcade might hit U.S. arcades. Another title on display was Bloody Roar 3 from Raizing. The game will be released into Japanese arcades later this year, and will appear on the PS2 soon after.

System 246 Hardware

Next to the Ridge Racer V arcade unit was the actual System 246 hardware in a display case. Several companies are rumored to be developing a handful of high-profile games for the hardware, including Namco with Soul Calibur 2, Tecmo with Dead or Alive 3, and Midway with Mortal Kombat 5.

Couples Who Play Together, Stay Together

Gaming rocks, and gaming with your mate rocks particularly hard. So this month, *Official U.S. PlayStation Magazine* introduces a gaming couple any musician will envy. We chatted with Jesse, 24, a cook who also plays guitar for The Motor (themotor.org), and Aimee, 22, who bartends and sings for the band Guilty Cock (Web site forthcoming). Gaming is one of 14 billion ways they get their jollies.

With music in mind, what do you want to be when you grow up?

Jesse: A rockstar or a fireman. Or a cook at a sandwich shop, maybe.

Aimee: I'd like to be a guest on Jerry Springer. Or a filmmaker.

Why do you guys game together?

Jesse: It's the only thing we enjoy together.

Aimee: Shut up. We played Jeopardy! when we first met. But Player Three, the computer, kept winning. Player Three's a bastard.

Jesse: Now we play Jeopardy! to relive the nostalgia of our halcyon days back when we were fresh-faced youngsters. What was that...March? April?

Do you integrate bedroom activity and gaming activity?

Aimee: No comment.

Jesse: It's no big deal. We play in bed. And while one person plays the other uses their, well, their tongue to break the other's concentration. It usually works.

What do you think of the use of licensed music in games now?

Jesse: I think it's great. Tony Hawk 2 is a perfect example. It f'in' rocks.

Aimee: I really don't think there's enough of it. It should continue.

Jesse: You think about the old Mario music and the way that sticks in your head, and that'll make you crazy. It's sweet to have a decent song stuck in your head for once. Now that I think of it, I'd like to do a song for a game.

Aimee: Check back in a couple weeks. We'll start piecing together a PlayStation album tomorrow.

Have you ever mixed alcohol and gaming?

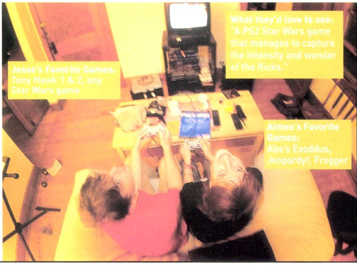
Jesse: It's not like we get 40's to drink while we play. But we drink. Actually, I'd like to try throwing back a fifth of Jack Daniels and playing a little Gran Turismo.

What would you change about the gaming industry?

Jesse: There should be more games involving sex. It'd piss people off, but I don't have a problem with it.

Aimee: I want remakes of Atari games. But there's no sex in those.

Jesse: They should make a game based on the movie *Fresh*. That would be rad. Oh, before I forget: We want to challenge that lesbian couple to a game-off!



Jesse's Favorite Games:
Tony Hawk 1 & 2, any Star Wars game

What they'd love to see:
"A PS2 Star Wars game that manages to capture the intensity and wonder of the flicks."

Aimee's Favorite Games:
Abe's Exoddus, Jeopardy!, Frogger

WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mugs and gaming story in our magazine. If you're going to send a pic, only send duplicates; materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff Davis Media Inc., PO Box 3338, Oak Brook, IL, 60522-3338, or e-mail us:OPM@ziffdavis.com

If you're selected as the Couple of the Month you'll win a free game along with notoriety!

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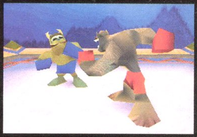
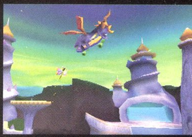
It's barbecue time.



Bentley, the yeti with a mean left hook.



Spyro gets totally vert.

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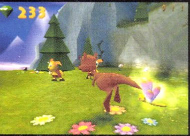
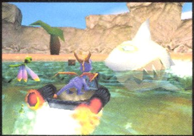


Get your kicks with Sheila.



Danger on the high seas.

Things are heating up. Celebrate the Year of the Dragon with Spyro as he joins forces with four new playable critters. Blaze through bigger worlds. Drive tanks, subs, speedboats, even launch rockets. Duke it out in the boxing ring or pull off sick tricks on your skateboard. Keep cool. It doesn't get any hotter than this.

SPYRO Year of the Dragon™

If YOU Ran The Video Games Industry

The masses have spoken. Apparently many of you just adore Snake's mullet and wish we never said all those nasty things about it. Let's move on now, shall we. Following are more of your thoughts on what you'd do if YOU ran the games industry. Keep those e-mails coming (send them to OPM@ziffdavis.com, marked "If We Ran Gaming"), and we'll keep printing them. Who knows—maybe your loony rants will make a difference.

Family Feud

Two words: parody games. If you don't understand, here's a bunch more: What about a game that parodies a genre? Take survival horror, for example. Instead of blasting zombies or dinosaurs, you have to survive a family gathering, and your enemies are your boring parents, your fat slob uncle, your grandparents who insist on showing slides of their vacation, etc. And killing them will only get you sent to the psycho ward. Truly adds meaning to the term "survival horror," don't it?

TCSHAN@aol.com

Gaymes for Gaymers?

I don't think gay people in games would be a good idea. I, being a "gaymer" and all, think there's still a huge gap between the "Real World" and "Homo-Land." Although it would give me much hope and dignity to see a gay character in a game, I think it would hurt a game's sales in general. I mean, honestly now—how many hardcore sports game fans do you think would pay to see big, buff men in tutus running around throwing footballs? A very humorous thought, but no...Also, gay people are generally somewhat flamboyant. I can see it now: A gay RPG hero is walking through a demonic castle, and he stops for a sec, looks around, and says, "My gawd! Don't these creatures know how to coordinate their colors?! These satin drapes go HORRIBLE with this green moldy floor! And, oh! My shoes! $%#$!!" Heheh. I think it would be a little too dramatic.

James Campbell
SeaCorpse@aol.com

Why isn't there more variety in video game characters?! I'd like to see some gay characters myself. We do exist, and we do play video games. As far as a female gay character, Lara Croft has got to be one. I'm a lesbian, and my "gaydar" tells me she is too. If she weren't simply beautifully animated polygons and pixels, I'd certainly want to marry her.

"Alexandra"
Address withheld by request

Choose or Lose

There's one big thing missing from RPGs. For these being "interactive games," there's very little interaction. Scrolling through a conversation is not interaction. We need to be given dialogue choices. When the king asks you to go kill this monster/robot/house plant, just getting up and running off like you have nothing better to do is ludicrous. Give us a chance to express our character. Give us the "Yes, sir" choice or the "What am I going to get out of it?" choice or the good old-fashioned "Get bent" choice.

Every RPG also seems to have a love triangle, but no love. Let us choose who we want to end up with. FF7 came close with the short sequence at the Golden Saucer, but that was a totally random encounter. Give us a chance, damnit!

Shaun McGrath
TheDragoonMaster@aol.com

Clash of the Systems

Crossovers are the best. They bring together two worlds. When I came across your "Sony vs. Nintendo vs. Sega" idea, I stopped. Are you, *OPM*, and I the only ones that realize the money this could make? The gamers that would love it?

Picture this: A game developed by the three head masterminds of each of the companies—along with the greatest fighting engine masters, as well as the best-known cross-system developer, Capcom—that pits two characters from assorted games in a one-on-one battle royale. Like Trinidad vs. Hoya, or Mario vs. Snake! It could launch for PS2, Dolphin and Dreamcast! What a game it would be!

Sony, Sega and Nintendo—get to work on the crossover of the millennium!

"Franky Digital"
fofmodie@hotmail.com

Nuts

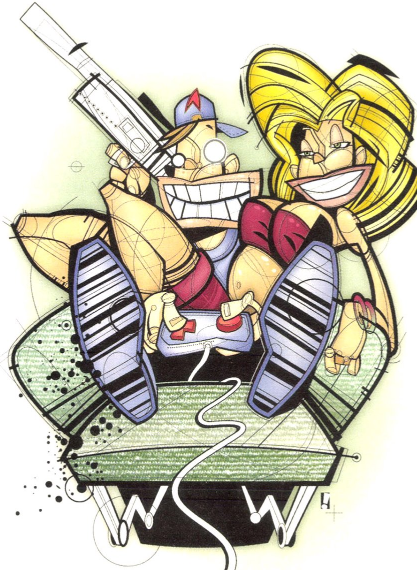
I'd give Solid Snake a frickin' silencer. While playing that game I just wanted to cap people so bad. All those people in my way and if I let a bullet fly, 50,000 guys in white go "HUH!" I'd also make it so if you shot the dude in the crotch, he'd say, "AWWW MY NUTS!!" and sink to his knees crying, holding his crotch. But he wouldn't die right away—I'd have to shoot him again. This should go the same way if you kneecap a guy or shoot him in the hand. Of course, you'd have to make it so when you shoot, the game goes into a Turok/Doom-type shooter style.

gmon23@aol.com

The Adults-Only rating needs to be cracked by someone.

Give us Leisure Suit Larry, whatever, but allow adults the opportunity to play adult-oriented games.

–Jon Seals
jonseals@hotmail.com



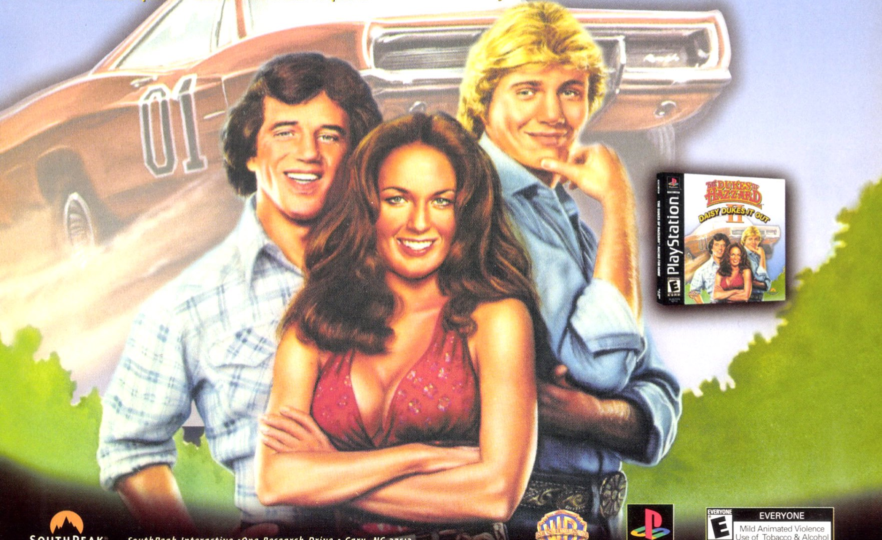
Yee Haw!

THE DUKES OF HAZZARD™ II DAISY DUKES IT OUT

Looks Like Them Dukes Are Stirrin' Up Hazzard's Backroads Again!

Combining mission and arena-style driving, with plenty of stunts, plenty of cars and plenty of country to explore, *The Dukes of Hazzard™ II: Daisy Dukes It Out* will have Dukes fans coming back for lots more tire squealin' excitement in this sequel to SouthPeak Interactive's top-selling PlayStation® game console title — *The Dukes of Hazzard: Racing for Home.*

Drive Daisy's jeep, the General Lee™ (of course), and other classic vehicles from the TV show in this all new action-packed game. There's more driving, more jumps and stunts, and more Daisy Duke in *The Dukes of Hazzard II: Daisy Dukes It Out.*



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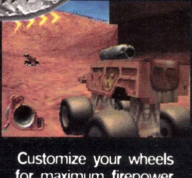
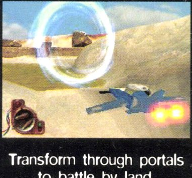
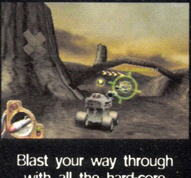


Customize your wheels for maximum firepower.



Transform through portals to battle by land, sea and air.



Blast your way through with all the hard-core weapons you find.

PlayStation
Hybrid Extreme
RACING
E

Take it to the Extreme! Modify then race one of eight customizable cars through some of the toughest tracks! Transform your vehicle to handle the terrain. But to win, you need fire power. Pick up machine guns and missile launchers to knock your opponents out! Because in this game, the best way to win is to make sure the other guys don't finish at all!

Illustration by Mike Reisel

HITTING THE MARK

Are developers finally learning to cope with Sony's Emotion Engine?

Talk to any developer currently working on PS2 games, and no matter how experienced they are, how big a budget they have, or how many people they throw on a project, they'll tell you that the system is hard to program for. "It's something that's always inherent in the first-generation development for any new system," says Kaz Hirai of Sony Computer Entertainment America. "The same thing was certainly told to me about the PlayStation development systems when it first came out, because developers weren't used to working in 3D."

Some individual talents like Hideo Kojima (Metal Gear Solid 2) concede that the system is hard to work with, but are quite happy to have figured out ways to tap its power. Others, such as Oddworld's Lorne Lanning, are quite vocal about their displeasure with working with the console. No matter who you talk to, it's clear that Sony has put together one complicated piece of hardware. But what is it that's so difficult for people to come to grips with? We decided to go directly to the source—the developers—to find out.

"Clearly, the PS2 hardware has extraordinary capabilities," says Charles Cecil of Revolution Software (In Cold Blood), "but only if the architecture is understood and programmers program to the strengths of the system." This is one area that puts several developers at a disadvantage. Many teams have never coded for hardware like the PS2 before, and are spending much of their development time just learning how to effectively write for it. "We were slow to get started," says Capcom's Yoshiki Okamoto (Resident Evil). "This is more like a marathon. Hopefully we'll catch up with the top group. But right now, we are at the bottom. We are one of the companies that hasn't been able to use the PS2's capabilities. We've used our own, different kinds of hardware for quite some time, so our programming and technology is very different." But Capcom is just one of many developers facing these difficulties. "PC ports don't work at all well on the PS2 hardware," says Martin Edmonson of Reflections (Driver). "You have to think very carefully about precisely how the system works to get the best out of it."

Hand in hand with how you program is how you use the hardware itself. One area that has been the bane of many a developer is the multiple processors found inside the PS2's box. The PS2 has been equated by some to Sega's Saturn, whose power few developers were ever able to exploit. "PS2 provides several processors, all of which can run independently of each other," says Ian Baverstock of Kuju Entertainment (Lotus Challenge). "One of the biggest challenges is figuring out the strengths of each processor and getting them to work efficiently together to accomplish the task. As with all machines, there are a whole bunch of tradeoffs that must be considered carefully—with PS2 this is particularly important." The PS2's limited VRAM has provided another source of concern. "We initially started to treat VRAM as with any other console, and yes, we ran into the limits," says Chris Sorrell of Sony Cambridge Studios (MediEvil). "Rethinking things, we took a completely different approach that uses the system power differently—now [there are] no limits at all!" Like Sony Cambridge, many developers had to rethink how to manage the RAM correctly before being able to produce anything stunning for the console. "The beginning was very difficult," says David Nadal of Eden Studios (Need For Speed: Porsche Unleashed). "Not because of the hardware, but because the development tools weren't the final ones." You can't develop top-quality games without good tools, and in the early days of the PS2 development, tools were definitely not up to snuff. In fact, we've heard horror stories from U.S. developers early on about not being able to read any of the documentation accompanying the tools—because everything was written in Japanese. "Another big challenge is that the commercial tools available to create models, characters and animations are simply not up to handling the number of polygons we need to be using for PS2 games," says Baverstock.

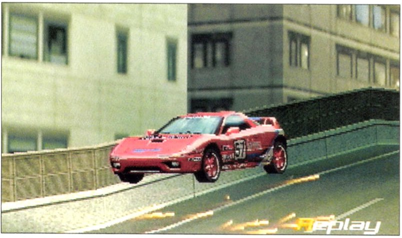
> **"It will take three years for games to make complete use of the total potential of the PS2."**
> **- Hideo Kojima**

So because of difficulties in coping with the hardware and tools, many of the early PS2 games weren't nearly of the caliber you'd expect to see on the PS2. And, of course, time issues—every early PS2 game was incredibly rushed. As a result, many developers and gamers started to question the PS2. But now more and more developers are starting to figure out much of the system's unlocked potential. "We've found ways of not only performing full-screen anti-aliasing, but also motion blur, lighting and lens effects, and weather effects that just aren't possible with any other hardware but the PS2," says Andy Taylor of Legend Entertainment (Unreal 2). "I think you're going to see visual splendor like you've never seen before." So should we assume that PS2 development is going to be fine from this point on? "PlayStation was going to wreak havoc and be the end of the world," says Kaz Hirai about the original difficulty developers had with it. "But lo and behold five years later, obviously people can literally come up with PlayStation development with their eyes closed."

We're betting five years from now you'll be hearing the same thing about the PS2.

What was wrong with early PS2 games?

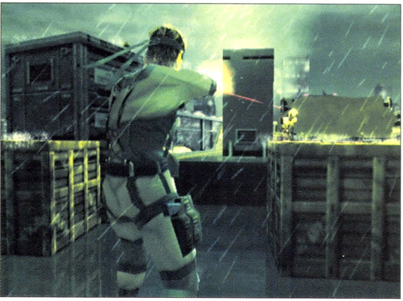
The first batch of PS2 titles released in Japan were plagued with aliasing issues (jagged edges) and often suffered from slowdown. As developers became more friendly with the hardware, they decided to clean up the games for their U.S. releases. Namco's Tekken Tag Tournament featured anti-aliasing (to get rid of jagged edges) and Capcom's Street Fighter EX3 had all of its slowdown fixed.



If you look closely at Ridge Racer V, you'll notice jagged edges on the scenery.

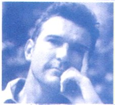
Making better use of the hardware

There are a lot of special tricks the Emotion Engine can pull off that few developers have begun to make use of. Konami has shown that by using weather and what Hideo Kojima likes to refer to as "air" effects, the PS2 can demonstrate stunningly realistic sequences. These are just a few of the many tricks developers will use to make better-looking games. "There are so many tricks and optimizations, I suspect we're only scratching the surface," Andy Taylor of Legend Entertainment told us.

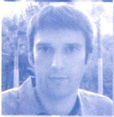


Metal Gear Solid 2 is the finest-looking PS2 game yet, thanks in part to weather effects.

THE PLAYERS



Martin Edmonson Reflections Known for: Driver
Progress with the PS2 is slower than we would have hoped due to the system's complexity. But with complexity you often get flexibility, which I believe we certainly have with the system. Experienced development teams will eventually get some stunning results.



Al Hastings Insomniac Known for: Spyro series
The PS2 requires an immense amount of planning and patience and down-and-dirty assembly programming to bring out its potential. Considering the complexity of the system, you really don't want to make any mistakes when designing your software, or you could find yourself in a world of hurt down the road.

Hideo Kojima Konami Known for: Metal Gear Solid
This is a big problem. I think every developer is facing these same issues. They develop just a little piece of a PS2 title and say that "this is no good" or "this system can produce much better graphics." And then they are hesitant to progress with their games, and would rather wait to see the other companies' cards first.

Keiji Inafune Capcom Known for: Onimusha
It is gradually becoming easier to develop for the PS2 as we get used to the hardware. But we have also now established some basic "know-how," which makes the development for PS2 a lot easier than before. The overwhelming quality of the graphics is a huge advantage in developing the games.

Shigeru Yokoyama Namco Known for: Ridge Racer V
With the first-generation titles, it's difficult to develop software that can take advantage of all the power of the PS2. I think we have not yet exploited the system's ultimate potential. However, we put together our top talent and our best technology to make the best games possible for this new system.

Dave Perry Shiny Known for: Earthworm Jim
Clearly, texture memory will be our biggest bottleneck on the PS2. It's something we will solve, but let's just say, it is no painting by numbers. But consoles are a strange beast. There is *always* a way to milk them more and more. It just takes time to find out how. So expect a good, healthy curve on PS2.

Jez San Argonaut Known for: Croc series
Taking maximum advantage of the PS2 will require custom game engines designed *for* the PS2 and games designed around the advantages it offers, while hiding its disadvantages. The biggest challenge is how to make the parallel processors run together and work in parallel without blocking each other.

What the heck is so Emotional about that Engine?

Web site Arstechnica.com features a good analysis of the Emotion Engine and some of the other processors under the PS2's hood. If you're of the technical sort, give the full article a read at: http://arstechnica.com/reviews/1q00/playstation2/ee-1.html

Says Jon Stokes, author of the feature: "Not only does the Emotion Engine have horsepower under the hood, but its aggressively new, cutting-edge design means that it's going to take awhile for developers to really learn to use all that power. It'll be interesting to see if the PC has caught up with the PS2 by the time PS2 developers figure out how to exploit this hardware to its fullest potential."

HOLLYWOOD BANTER

PLAY WITH YOUR OWN DARK ANGEL

By now you've no doubt had a chance to check out 19-year-old Jessica Alba in the James Cameron-produced sci-fi series for Fox, *Dark Angel*. As you'd expect with such a high-profile genre project, the game companies have been lining up to get the interactive rights for the show, which already has 13 episodes in the can. Current rumors indicate that Fox itself will be publishing the game, although no developer has been announced yet.

www.fox.com/darkangel

EPISODE II WRAPS PHOTOGRAPHY

Star Wars: Episode II finally finished principal photography at 1:45 p.m. local time Sept. 20 at Elstree Studios in London after two months of shooting, the official Star Wars Web site reported. The mammoth sequel apparently wrapped one and a half days ahead of schedule. The last take of the day involved Ewan McGregor (Obi-Wan Kenobi) performing an action sequence against a blue screen.

www.starwars.com

AMAZING SPIDER-MEN

We've heard rumors from multiple sources that the new writer on *Amazing Spider-Man* is Babylon 5 creator J Michael Straczynski. Sci-fi fans will no doubt be gooey at the prospect of this talented guy penning the script, but Straczynski's strengths don't really lie in dialogue. Will Spidey's sarcastic quips suffer? Let's hope not. Elsewhere in the Spidey camp director Sam Raimi has hired a composer for the music (What? No theme from the TV show?). Fans of spooky music and the theme from *Batman* and *The Simpsons* will be overjoyed to learn that Danny Elfman will be providing the tunes. Finally, you may have read rumors that production on the movie has been pushed back, and less scrupulous Hollywood reporters were speculating that the production was doomed. But the delay in principal photography isn't necessarily a bad thing. The production won't be affected by the much-hyped Hollywood strike, and we should still see Spidey late next year.

www.sfx.co.uk

PLANET OF THE APES KEEPS NAME

Tim Burton's remake of *Planet of the Apes* will retain the 1968 movie's title and won't be called *The Visitor* as previously rumored, according to The Dark Horizons Web site. Fox's game is still not ready for us to look at properly.

www.darkhorizons.com

PI GUY FOR BATMAN: YEAR ONE

Variety has confirmed rumors that Darren Aronofsky (*Pi*) will direct the fifth installment in the ailing Batman movie franchise, *Batman: Year One*. Aronofsky will write and develop the screenplay with the much-revered Frank Miller, author of the graphic novel of the same name. Warner Bros. will produce the movie, as it did with the previous four. Miller's comic series chronicled the evolution of Bruce Wayne into Batman, paralleled by the rise of police lieutenant James Gordon as he battles corruption in the Gotham City force. The studio reportedly hopes to resurrect the Batman movie series, whose last installment, Joel Schumacher's *Batman & Robin*, was widely acknowledged as an embarrassment to the franchise and was panned by critics (it did OK at the box office, though, partly thanks to George Clooney). Warner Bros. is also developing a live-action movie based on The WB Kids Network's anima ed series *Batman Beyond*. The project is lead l director Boaz Yakin and series creators Paul D and Alan Burnett, with help from cyberpunk novelist Neal Stephenson (*Cryptonomicon*), *Variety* reported.

www.variety.com

INDY 4'S HIDDEN DRAGON

Hong Kong action star Michelle Yeoh told Cinescape Online that she was in talks to co-st in the next Indiana Jones movie. Yeoh told Cinescape contributor G. Allen Johnson that sl chatted with Indy 4 director Steven Spielberg. "We had a couple of meetings, and we did talk about [Indy 4]," Yeoh said. "He is one guy who has a passion for filmmaking. He's inspiring. And I love the Indiana Jones films. Would I be interested? Of course I'm going to jump up and say, 'Yes, please!'" Harrison Ford told SCI FI Wire that he'd be interested in reprising the tit role in a sequel if he, Spielberg and producer George Lucas can agree on a script, as we reported last month. Rumor has it that directo M. Night Shyamalan (*Unbreakable*) is writing a early script for the movie.

www.cinescape.com

THE ROCK IS SCORPION

Popular WWF wrestler The Rock has signed o for Universal's *Scorpion King* project, a spinof of the coming *Mummy Returns*, Cinescape Online reports. The film will be set in ancient Egypt and tells the story of a peasant whose v lage is plundered by a marauding army intent conquering Egypt. In order to exact his reveng the anti-hero must compromise his integrity b joining a band of outlaws. Universal is said to fast-tracking the film, which has a script by Jonathan Hales (*Star Wars: Episode II*). Expec an announcement about an accompanying gar title to follow shortly, although we do know tha U.K.-based developer Rebellion, which is producing The Mummy game for Fox Interactive, unlikely to work on the project.

www.cinescape.com

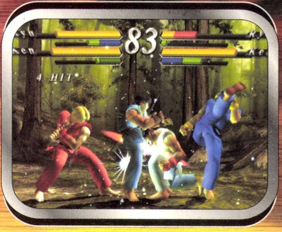
IRON MAN'S NEW LOOK?

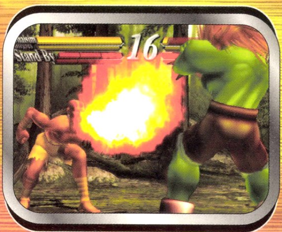
It seems that the coming Iron Man movie will feature a different-looking golden avenger tha we've seen in the comics. While talking to E! Online, a Marvel Film senior VP revealed that Tony Stark's alter ego may not be the red and gold version we know and love, saying, "You always use the comic book as the starting poi You see what works and doesn't work on camera. We don't want him looking like a walking Academy Award." Activision is rumored to be working on an Iron Man game as part of its Marvel license deal, but it's likely that the her will appear in both traditional and movie costumes, as with X-Men Mutant Academy.

www.eonline.com

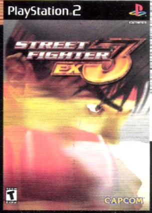
photography by Greg Gorman Corbis/Outline

STREET FIGHTER® EX3





Capcom's legendary fighting series heralds a new generation of games in Street Fighter EX3. Awe-inspiring realism and unbelievable graphics bring the world of Street Fighter to life in this amazing tag-team free-for-all. Choose from 16 characters to play 1-on-1, 2-on-1 and even 1-on-3 battles!



TEEN
CONTENT RATED BY ESRB
ANIMATED VIOLENCE

PlayStation®2

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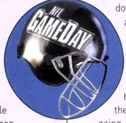
Clish MacLaver Gossip Gossip

GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY

Sony held a big bash in San Francisco just prior to the launch of the PS2 to show new games, talk about the shortages of machines on day one, and generally show everyone a great time. It was a huge games industry event that sucked in media from all over the country who proceeded to suck down the sauce and spew out the gossip. Fortunately I was there (drunk, dancing like an idiot and surrounded by other soused games journos) and managed to get huge amounts of gossip in between sips of vodka and Red Bull.

ONLINE GAMES IN DEVELOPMENT AT SONY'S STUDIOS



Despite repeated assertions by Sony bigwigs that no online plans were readily available to comment upon, SCEA's VP of product development Shuhei Yoshida let slip that all of the company's internal divisions have been working on Internet experiences for some time. But what are they? Obviously no one at Sony could tell me anything specific, but a few contacts "in the know" (or maybe just some folks with a good line of BS) are convinced that all of the sports games are set to go online by their 2002 editions. Also, expect another Cool Boarders game with online tournaments and maybe a resurrection of the Jet Moto franchise. There are rumors kicking around that Warhawk may get pulled out of the closet at some point too. Remember that little beauty from five years ago? The new game will be more than just a mission based shooter, possibly being a massively multiplayer combat game with huge campaigns and vast worlds. How cool would that be? I'll tell you how cool. Very.

MORE EA ONLINE GOSSIP

After last month's clanger concerning the new Ultima game for PS2 that's to come bundled with a modem, it seems that EA Games, Sports and .com are building lots of ideas around getting PS2 users online early. Once the modems are out there it looks like pretty much the entire EA back catalog will be gradually put online so that you can either download them for a limited time, or play them "live" from the site. In terms of catalog, it's not clear yet how far back they're thinking of going, but one of my sources hinted that it could possibly include stuff like all the old Ultimas. Obviously there'd be some kind of billing, you'd think—but some of the really old stuff could feasibly turn up as freeware. I'll keep updating you on this one each month.

ROCKIN' SEQUELS FRENZY

The PS2 has certainly helped inspire some new franchises, but we've also heard that a whole bunch of sequels are in the works for new series and old. Rockstar is certainly pushing this particular envelope with Midnight Club 2 and Smuggler's Run 2 already in development, and Grand Theft Auto 3 well on track for a 2001 release. Expect to see a completely new Duke Nukem game too (not a version of Duke Nukem Forever, as previously rumored.) It's still not clear if the new Duke game will be a first-person shooter or a third-person action/adventure, but Rockstar reps seem keen to stress that the series will be returning closer to its roots.

SOMETHING ELSE FROM THE TIMESPLITTERS GUYS

TimeSplitters is universally regarded as being a "kick-ass" (as you Americans say) game, but did you know that this isn't the "main" project the boys at Free Radical are working on? Apparently the game was basically something of a side project for the team so Eidos would have a big launch title ready. The real deal should be out around this time next year, and apparently does far more to show the kind of pedigree this team has. As you know, the FR guys worked on GoldenEye and Perfect Dark, so a more narrative-driven first-person action game looks like a cert.

PEGASUS LEADS THE WAY FOR A NEW LUCAS FRANCHISE

The new adventure game from LucasArts that I mentioned in Rumor Mill a couple of issues ago seems to be taking shape nicely. I've recently learned that the name of the project is Pegasus and that it *will* be coming to PS2. There are still no specific details on gameplay or even themes, but the company has dabbled with Greek mythology in the past. I'll keep you posted as I sniff around. This looks to be the first step toward a less Star Wars-centric LucasArts, though. There's talk in the air at the company's offices in California of some old franchises being brought into the 21st century with some old PC adventure game favorites likely to hit within two years. The new Monkey Island game seems ripe for a PS2 transition, but what really has our juices flowing here in the *OPM* offices is the prospect of a new Sam 'n' Max game from comic genius Steve Purcell. Or how about a sequel to Day of the Tentacle? Not everyone will remember these wonderful games, but those who do are probably getting very excited right now.

HASBRO MAKES A MESS OF A CLASSIC

Personally, I'm not a big fan of any of Hasbro's "interpretations" of any old games, but I guess many of them have sold spectacularly well. When the toy giant acquired the rights to all of the Atari games awhile ago, one of the first projects put into development was a new version of the awesome and groundbreaking (in the early '80s) Star Raiders. Apparently, everything has gone horribly wrong since, and no one concerned is happy with the results. Don't expect to see this one released. Unlike many of its other not particularly wonderful remakes, Hasbro apparently has the decency to deprive us of this one.

PS2 QUAKE III TO INCLUDE TEAM ARENA?

Things have been pretty quiet on the Quake PS2 front lately, but I have heard that the team is looking to integrate a lot of the ideas from the forthcoming PC update of Quake III, which is designed to take on the latest batch of team-based online games. This surely means that we won't see the game until well after the broadband Internet systems are up and running next year. Could this be the next big trend? Hope so.

Rumor Mill

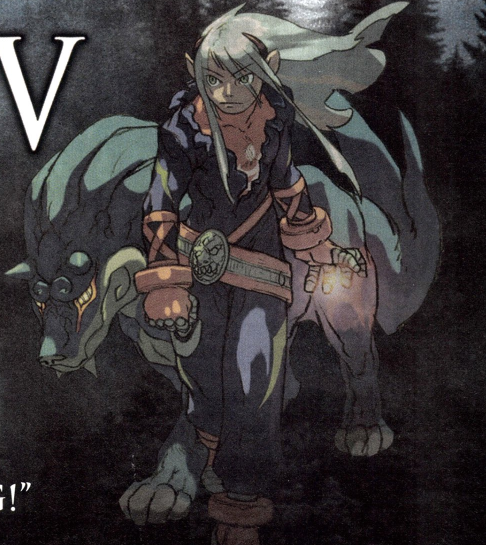
Tecmo Bowl is coming to PS2. Remember the original? Remember the crappy versions that have come since? The new game will apparently be a side-on affair just like the original and is described by insiders as being very "arcadey." The producer from the original is on board. • Treasure is working on an action/adventure for PS2 that also includes some strategy game elements which sound a little like Lionhead's Black & White. Speaking of which, the much-anticipated brainchild of Peter Molyneux will be out on both PS one and PS2 by the middle of next year. • Dynasty Warriors 3 is currently in development and will boast even more on-screen characters (is that possible?) and hopefully less eye-eating references. • Word on the street from Capcom HQ is that there's a completely new Mega Man series of games heading to PS2 next year.

TWO WARRING NATIONS...

A MISSING PRINCESS...

AN EPIC QUEST FOR PEACE.

BREATH OF FIRE IV



After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.

"VISUALLY BREATHTAKING!"
-Game Pro Magazine

Two epic intertwining storylines—Follow the fates of Ryu and Fou-Lu—a classic RPG adventure.

Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.

Release the dragon within...more than 200 spells to learn and master.

PlayStation
BREATH OF FIRE IV
TEEN
T
ESRB
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TEEN
T
CONTENT RATED BY ESRB
Animated Violence

PlayStation

TAKE IT TO THE EDGE
CAPCOM EDGE

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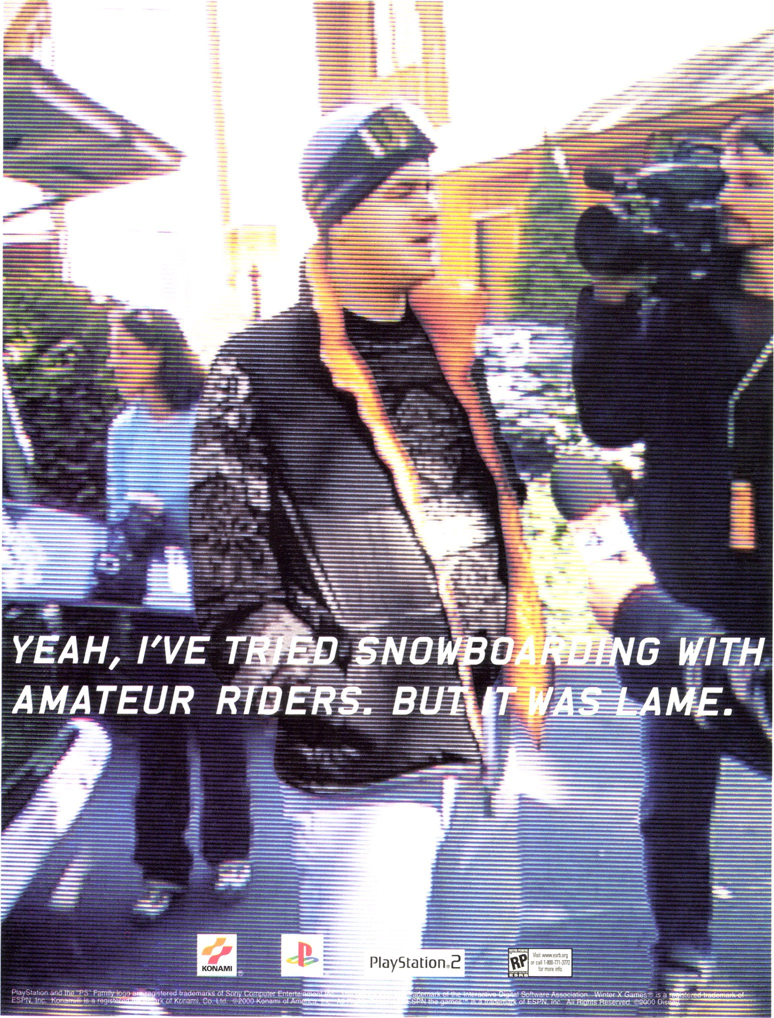
YEAH, I'VE TRIED SNOWBOARDING WITH AMATEUR RIDERS. BUT IT WAS LAME.
KONAMI®
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Visit www.esrb.org or call 1-800-771-3772 for more info.

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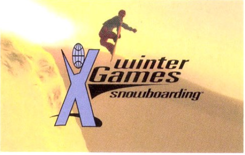
INTRODUCING

WINTER X GAMES SNOWBOARDING

REAL PRO BOARDERS. REAL TRICKS AND GEAR. REAL X GAMES EVENTS.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snowboarding

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ICE COLD
75
DIXIE-NARCO
a subsidiary of Magic Chef, Inc.
INSTRUCTIONS
1. BEND AT KNEES
2. YANK FROM WALL
3. DROP ON OPPONENT UNTIL HE EATS THROUGH A STRAW.

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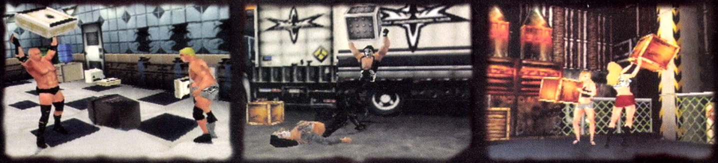


Crates in the boiler room. Urinals in the bathroom. Anything within reach is now a weapon. Backstage isn't just part of the arena. It's part of your arsenal.

WORLD CHAMPIONSHIP WRESTLING

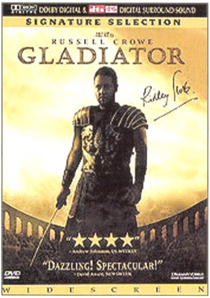
BACKSTAGE ASSAULT

Survival Has Its Own Rules.

DVD Reviews

By John Scalzi

Here's some stuffing for your DVD player—and not a turkey among them! I'll stop with the Thanksgiving puns now. Please don't hit me.

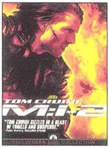


Gladiator

When in Rome, do as the Romans do—which, in this film, means hacking some other dude to death with a sword while the crowd cheers you on. Now you know why Rome fell. Class dismissed. *Gladiator* is bad history and kind of tepid drama, but director Ridley Scott sure has a way with visuals, and Russell Crowe, as hero gladiator Maximus, has the sort of "manly man" vibe that I was pretty sure had been buried with Steve McQueen. It works. The DVD is nicely stuffed, with 25 minutes of deleted scenes (with commentary), an actual documentary from the Learning Channel, an audio commentary track from Scott, and more. Thumbs up, and I mean that in the Roman emperor sense, not the Roger Ebert sense.

Final Score ●●●◖

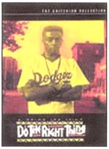
John Scalzi is just some guy. Honestly, we just gave him the gig because he looked like he hadn't eaten in, like, weeks.


TOM CRUISE
M:I-2
"TOM CRUISE SIZZLES IN A BLAST OF THRILLS AND SUSPENSE!"
Peter Travers, ROLLING STONE
WIDESCREEN COLLECTION

Mission: Impossible 2

There are some filmmakers who ought not be shackled to a PG-13 rating, and John Woo is one of them. *Mission: Impossible 2* proves this point amply enough. If you've never seen any of Woo's work from Hong Kong, *M:I2* seems action-packed. But if you have—well, let's just say this film is just fine for what it is. At least someone thought to put in a comprehensible (if not especially intelligent) plot this time. Also, Thandie Newton—yeehaw, man (Tom Cruise, uh, looks OK too). The DVD includes audio commentary from Woo, a Metallica video, and an *M:I2* parody with Ben Stiller and Tom Cruise that you MTV fans might recognize from this year's Movie Awards.

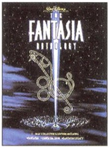
Final Score ●●●



Do the Right Thing: Criterion Edition

Hey, remember when Spike Lee scared the heck out of people? This was the movie that did it (well, this and *Jungle Fever*), and for good reason—this is a heck of a film, perfectly capturing the vibe between the races, for better and for worse (and mostly for worse) at the tail end of the '80s. The release of the film comes with Criterion's usual packed selection of DVD tidbits, including a one-hour documentary on the film, Lee's own behind-the-scene footage, storyboards, and new video material that include Lee going back to Bedford-Stuyvesant, the New York neighborhood where the film was shot. A good way to get into Lee's head, and another excuse to check out one of the important films of the last couple decades.

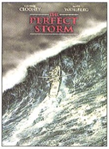
Final Score ●●●●●



Fantasia Anthology

Oh my GOD. This three-disc set very nearly makes up for Disney's typically heinous DVD policy and is packed with the goodies that make DVDs worthwhile. First, of course, there are the two *Fantasia* flicks—the first being one of the all-time classics of cinema, while the second is a nice little diversion. Then the goodies are piled on: audio commentaries from animators and musicians, interviews with Walt (defrosted for the occasion!), animated shorts and featurettes. The third CD is a gold mine, as it includes "the *Fantasia* that never was"—animated segments created for the films and then shelved for decades. An essential pick. Don't think—just buy.

Final Score ●●●●●



The Perfect Storm

Just your average guys-go-fishing, guys-catch-fish, guys-get-caught-in-God's-own-swirlie kind of flick—it's enough to keep you off the Flemish cap forever! This is the film that finally made George Clooney a movie star, with a hefty assist by Mark Wahlberg and a really nasty computer-generated storm. And it's not bad either, thanks to some smart tension-building from director Wolfgang Petersen (who knows a little about boats—check out *Das Boot* sometime). The DVD comes in four different packages, the cheapest of which features audio commentary by Petersen and Sebastian Junger (who wrote the book the movie was based on) and by those all-important special effects people as well. The more expensive packages have, well, more.

Final Score ●●●

Online DVD Buyer's Guide

Using your PS2 only for video games is sort of like using your new Porsche only for trips to the grocery store: You're not taking advantage of its full potential. There's a fully functional DVD player under the PS2's hood, and once you marvel at how much clearer and sharper the picture and sound is over VHS, you'll become a junkie for life. Just remember that the local video store isn't the only place to feed your addiction. Buying DVDs online has quickly become a cheap and efficient (read: lazy) way to build your collection. There are dozens of places where you can pick up the latest hot flicks, find those hard-to-get classics, or even preorder titles at substantial savings. But cost and ease of use can vary substantially between different sites, so just for you *OPM* took the time to test out six of the most popular e-sites, noting selection, ease of navigation, expediency of shipment and, of course, cost.

amazon.com

amazon.com
DVD

makes the broad claim of having "Earth's Biggest Selection," and given that they sell everything from acne medication to lemon zesters, they may be right. **Navigation:** Their DVD section is one of the easiest to navigate through, injecting a bit of personality by having fun gimmicks such as pitting sales of hot titles against each other. **Pluses:** Their preorder list is very thorough, and they offer 30% off for preordering. They were the fastest to send us *Terminator 2*, which arrived a mere two days after our order was placed. **Minuses:** *Big Night* was not found in their Pentagon-sized warehouse and was delayed by a week. Also, before ordering from Amazon.com, keep in mind it was recently announced they will be disclosing your name and list of purchases to companies and organizations. Before you buy *Big Game: Field to Table*, remember you may have PETA showing up at your door.

buy.com

buy.com
You're The Inspiration

started out catering to the computer geek by selling computer and electronics accessories, but they began selling DVDs when they figured out they appealed to an audience they already had. **Navigation:** The Web page is average. There are quite a few text runovers and they put so much information on the page that it's sometimes difficult to navigate. **Pluses:** They usually have either a coupon or free shipping deals to help entice you to order from them. With preorders being upward of 45% off, you could save quite a bit of cash. *Terminator 2* arrived in three days, just on the heels of amazon.com. And they must have a time machine, because *From Dusk 'til Dawn* arrived on our doorstep four days before it was even due to release. **Minuses:** Big points off for not carrying the cult classic *Big Night*. Louis Prima lovers will be very disappointed to hear this.

Test Subjects

In order to have a level playing field, we ordered the same DVDs from each of our test e-tailers.

T2
THE ULTIMATE EDITION

T2: The Ultimate Edition: James Cameron's sci-fi special effects classic, recently rereleased with about 1,000 versions of the film all on one disc.

Big Night: A hard-to-find favorite of the *OPM* staff about two Italian brothers opening a restaurant. Makes food look so good, it could persuade Ghandi to break a fast.

COLLECTOR'S SERIES
FROM DUSK TILL DAWN

From Dusk 'til Dawn: Back when Tarantino was Gen-X's answer to Alfred Hitchcock, he produced and starred in this comedy/thriller. We used this rerelease as our preorder test.

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BARNES&NOBLE.com
FACETS DVD&VIDEO

Barnes & Noble, the only site out of all of these that has actual stores on the physical earth, is also the new kid on the DVD block. **Navigation:** Basic design. The opening page tried to sell us their overstocked old titles at full price. **Minuses:** Somebody had better tell them that shopping on the Net is supposed to save you money. With a mere 15-25% off retail prices, it cost more than running out to your local mall. We found ordering through them to be a trial of errors. *T2* was listed as being in stock. Upon placing the order, however, we received an e-mail saying it was delayed. A week later we checked availability and the Web site still had it listed as ready to ship. We also discovered they had *T2* listed under two different prices. Could there be some sort of price fixing scheme afoot? **Pluses:** To their credit, their customer service representative was very courteous and fixed all of the concerns on our order. Too bad their Web site wasn't as helpful. They did have *Big Night* in stock and their records indicate they shipped it the same day, even if we received it a week later.

express.com

express.com
DVD EXPRESS

Formerly known as dvdexpress, express.com dropped the old moniker when they started selling music and video games. (You can preorder your PS2 titles through them. Sadly, they do not provide a discount for them.) **Navigation:** Their site was uninspired and not as intuitive as most. Because they hype up each new title as a news story, it's tough to navigate around. **Pluses:** Prices are fairly low if you don't mind waiting a while because... **Minuses:** By the time we had received our shipments from most other sites, express.com still had our order listed simply as "backordered." We thought the purpose of preordering was so they would reserve you a copy!

bigstar.com

bigstar.com
buy.com
bigstardvd

is one of the last bastions of the Internet that only sells movies. Is this a good selling point for their site? They do take the time to add reviews, movie clips and star interviews on there. They are also one of the only sites that delves into explaining the technical aspects of movies. If you don't know DTS from Dolby 5.1, this is your information resource. **Navigation:** It's fairly easy to find your way around the site. They have icons for easy access to all the extra information we mentioned. **Pluses:** They appeared to have everything ready to ship until... **Minuses:** Three days after our order was made, we got an e-mail simply saying that *Big Night* was cancelled. They said *T2* was in stock, but it still took over a week to arrive. They had among the highest prices, only offering a 20% discount on preorders. At least Barnes & Noble is ripping you off by marketing their recognizable name. These guys don't have much going for them.

800.com

800.com
The Best Brands
FINAL DESTINATION

bills themselves as an online consumer electronics superstore, selling everything from music and movies to $5,000 HDTVs. Which is handy if you're a wealthy philanthropist stuck in the middle of Montana. **Navigation:** One of the most enjoyable features on any of these sites is 800.com's wish-list. Simply go through their titles and check the ones you'd like to have. It compiles these in a nice list you can hand out to you girlfriend, parents or roommates. But their preorder list is slightly confusing because they organize by title name, instead of release date. **Pluses:** Out of all the e-tailers they were the only one that had *Terminator 2* AND *Big Night* in stock and ready to ship. And most preorders were around 35-40% off! **Minuses:** Nothing, really.

Cost Comparison

What really matters is how much you have to pay. Here's a breakdown of how much our orders set us back. Keep in mind that if you ship items separately, those charges can add up quickly.

	Terminator 2	Big Night	From Dusk 'til Dawn	Shipping Charges	Total Order
Amazon.com	$27.99	$23.76	$23.09	$1.99+.99 per item	$79.80
buy.com	$27.49	—	$22.49	$2.00+.95 per item	$53.88 incomplete order
www.bn.com	$32.98	$22.99	$29.97	$1.99+.99 per item	$90.90
express.com	$27.99	$23.76	$19.79	$1.99+.95 per item	$76.38
bigstar.com	$31.99	—	$26.39	$2.09+.99 per item	$62.45 incomplete order
800.com	$27.95	$22.45	$21.95	$1.95+.95 per item	$77.15

DVD News

- In August, DVDs outsold VHS cassettes in Japan for the first time, according to the *Japan Times*. A total of 2.91 million DVDs were sold, which is four times the number sold just a year earlier. That compares with 2.65 million VHS tapes sold in August. Naturally, the PS2 was credited for the sharp rise in DVD purchases. Once everyone gets a PS2 stateside, expect a similar DVD explosion.

- Nov. 21 is going to leave movie fans' wallets a lot lighter. *X-Men* has been announced for release that day, joining *Gladiator* and *Chicken Run* for what could be the biggest-selling day in DVD history. The *X-Men* DVD will include 10 minutes of footage that did not make it to the big screen.

- For foreign film lovers: according to thedigitalbits.com, Miramax is devising a plan to bring Krzysztof Kieslowski's classic trilogy, *Blue, White & Red*, to DVD. The same guy, Mark Rance, who's working on bringing these French films to DVD, has also been working on a *Crow* boxed set, a revamped *Seven* DVD, and a boxed set for the *Twin Peaks* movie.

- Maybe you know this, maybe you don't. Maybe you're enamored of Tom Cruise's long *M I2* locks, maybe you're not. But here are some really sweet extras showing up on the *Mission: Impossible 2* DVD: the MTV Movie Awards parody with Ben Stiller (which is hilarious), cast interviews and a five-minute stunts featurette. Sweet.

- Also from thedigitalbits.com: Brian De Palma's *Untouchables*, starring Sean Connery and Kevin Costner, is on its way and will appear in both full-frame and anamorphic widescreen. No word on a release date yet, but there's always a chance it'll hit shelves before Christmas.

- Apparently those Michael J. Fox fans should stop holding their collective breath. It seems the *Back to the Future* trilogy is still in production and it won't hit until 2001. Chances are it won't be out until later in the year.

Coming Soon

11/14/2000
Do the Right Thing (Criterion)
Hamlet 2000
Annie Get Your Gun
Fantasia 2000
Perfect Storm

11/21/2000
Chicken Run
Up In Smoke
Gladiator
X-Men
Planes, Trains & Automobiles

11/28/2000
Big Momma's House
X-Files-2nd Season

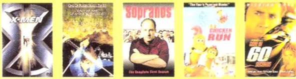
12/02/2000
The Doors Special Edition

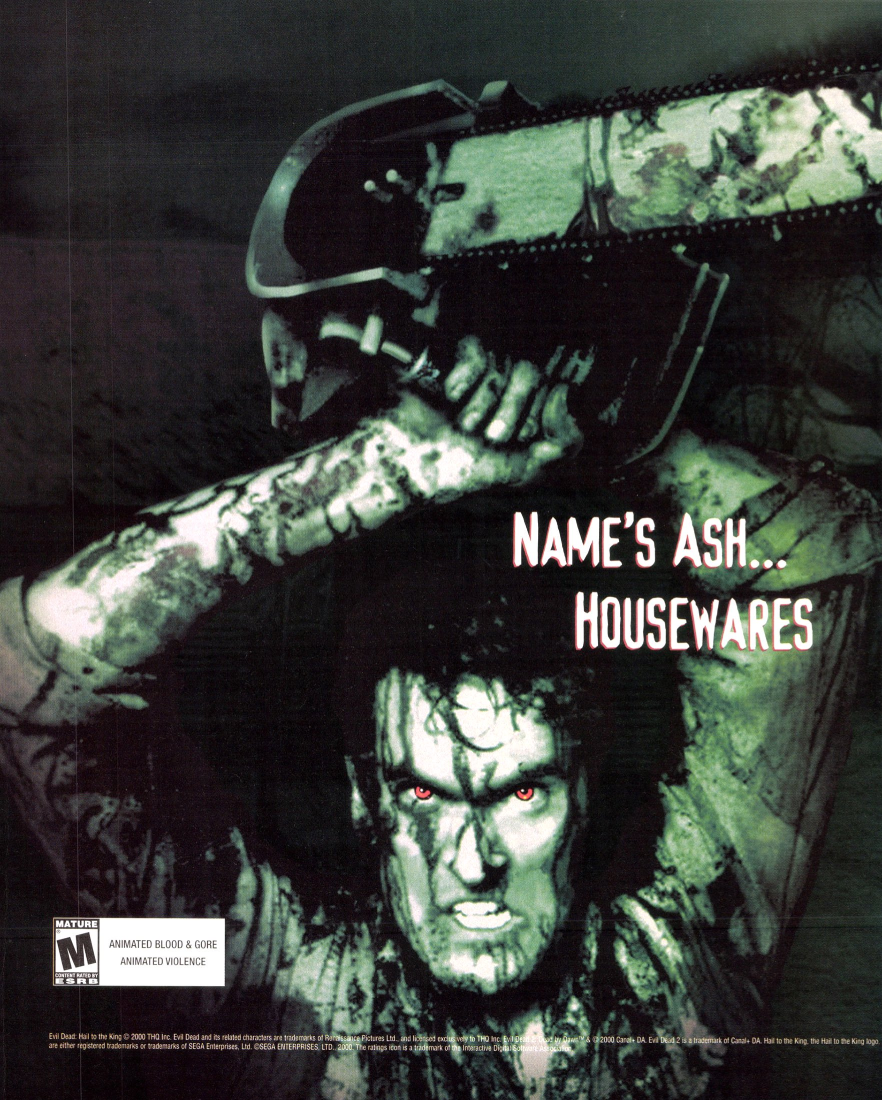
12/05/2000
Gone in Sixty Seconds
Me, Myself & Irene
Gettysburg
Shaft 2000

12/12/2000
Scary Movie
The Sopranos-1st Season
The Road to El Dorado
Road Trip

12/19/2000
At Close Range
Gorky Park
House of Games
Alamo

12/26/2000
Godzilla 2000




NAME'S ASH...
HOUSEWARES
MATURE
M
CONTENT RATED BY
ESRB
ANIMATED BLOOD & GORE
ANIMATED VIOLENCE

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EVIL DEAD

HAIL TO THE KING™

CHAINSAWS, BOOMSTICKS,
AND DEADITES, OH MY!

▪

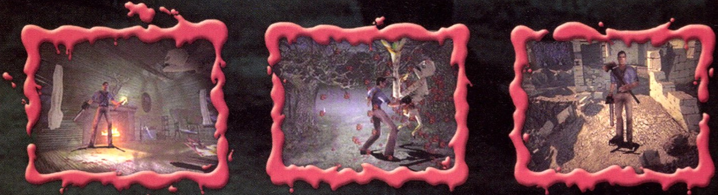
SLICE AND DICE THE UNDEAD
WITH A WEAPON IN EACH HAND.

▪

FIGHT EVIL ACROSS THE SPANS OF TIME: FROM
THE INFAMOUS CABIN TO ANCIENT DAMASCUS.

▪

BEST OF ALL . . .
BRUCE CAMPBELL AS ASH!



Screenshots from Sega Dreamcast

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